









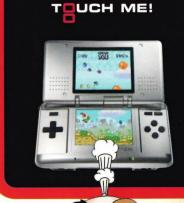
Yoshi is back to face off against the evil Kamek. Guide him through a world of danger and adventure by scribbling with the Nintendo DS stylus - and blowing into the built-in microphone. It's easy to pick up, but tough to master. Blow that high-score away!

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100% INDEPENDENT NINTENDO MAGAZINE

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GUBE



WELCOME

WHAT A MONTH. Not for reviews, obviously, with only three of the blighters, but E3 has been and gone and Nintendo has unveiled the future of videogaming. Yes folks, the Revolution has started, and although we didn't get to see a similarly impressive line-up of game and tech demos as showcased by Sony and Microsoft, the sleek design and impressive specs of the Revolution prove that Nintendo is far from a spent force in the console war. Our in-depth feature starts on page 28 and gives you all the important information that came out of Nintendo's pre-E3 press conference.

Just as exciting is the new Zelda game. Twilight Princess looks simply stunning. The Wind Waker divided opinion with its 'toon-shading but there'll be no such debate this time around and if the game matches up to the visuals then prepare yourself for Link's greatest adventure to date.

The positive upshot of having so little to review this month is that we've been able to pack in more previews than you can shake your booty at. As usual EA, Activision and Ubisoft lead the third-party charge with Capcom getting in on the act and Nintendo itself revealing a couple of tasty morsels to look forward to in the form of *Mario Strikers* and *Pokémon XD: Gale Of Darkness*. The clear message is don't even think about retiring your GameCube just yet.

We've been sceptical as to just how much better the next generation of consoles can be given some of the glorious titles that have appeared on all three of the current formats, but E3 offered a mouth-watering taster of the goodness to come with some truly scintillating stuff on show. Anyone who thought the games industry was destined to fall into decline needs to re-evaluate their opinions pronto. Finally, in response to last month's editorial regarding the lack of copies of *Resident Evil 4* available at retail, Nintendo has made the following statement.

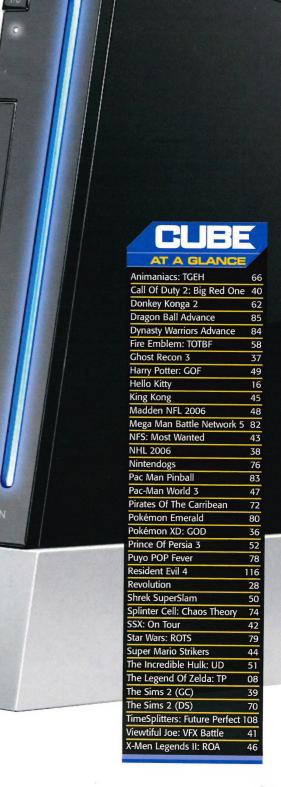
"We are aware that a small number of people are currently unable to obtain a copy of *Resident Evil 4* on Nintendo GameCube, due to the success of the game some retailers are experiencing stock shortages. We manufactured units of the game in line with and to satisfy retailer demand and expectation. Large volumes of stock are currently being shipped to retailers across the UK and this re-stock will continue over the next few weeks."

Keep 'em comin, boys!





Miles Guttery Editor SET I







HE DISC

Your monthly fix of brand new videogame footage for the GameCube's most exciting new games

THIS MONTH WE'VE a

one-off special DVD for you. To go hand-in-hand with last month's WWE Diary we bring you Chandra dossing about in LA. The Superstar Challenge, interviews with the stars and of course, the game. It's a must see feature. See it!

AP IN AND PRESS PLAY



t's not GameCube-shaped, and that means it won't play on vour GameCube.



The DVD will only work in a Region 2 or multi-region DVD player, see?

Insert the VIDEO disc into your Region 2 compatible DVD olayer (it won't work on a GameCube console, it's far too oig) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

MUSCLEHEAD

Californiaaaaaaaa... here we come!

Every month we bring you previews, In-Depths and features, but have you ever wondered what goes on behind the scenes? The CUBE team travel all over the world (and sometimes we even go to London when we really feel like pushing the boat out) to see the latest games, and this month we filmed the WWE trip so that you can see what exactly what happened. It's not all games, that's for sure. There's lots of 'other activities' like spending on expenses, for instance.

For the past two years THQ has set up an event a few days before Wrestlemania, whereby a coachload of WWE superstars turn up and battle it out by way of a wrestling videogame tournament. It's a huge event and all the US press are there. The Coach, Shelton Benjamin, Eugene, Randy Orton, The Big Show, Batista, Kane, RVD, Christian... they were all there, and they're all on camera!





MENU OPTIONS

When you insert the VIDEO disc you'll see the main menu from which you can make your selection







DISC NOT WORKING? CALL CUSTOMER SERVICES ON 01202 200200 AND THEY'LL PUT THE SMACKDOWN ON ALL YOUR PROBLEMS.

ALSO ON THE DISC!

SUPERSTAR INTERVIEWS

Regular readers may remember Chandra's Big Show interview from last year (we've put clips of it on this DVD if you missed it), and as well as speaking to Batista, Kurt Angle and the gorgeous Stacey, we also set up a Chandra Vs Big Show: Round 2 interview. If you want to see how angry he gets, if you want to hear advice from Olympic Gold Medal winner Kurt Angle, or if you want to see what Stacey looks like in extreme close-up (we put her on there as much as we could, we promise), you have to watch this.

JOHN CENA ON STAGE!

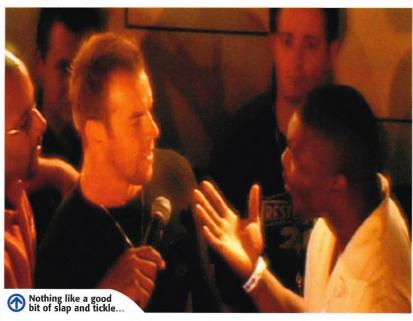
This year's Wrestlemania Champion has teamed up with The Trademark to create a hippedy-hop album called *You Can't See Me!* Strange that, because you blatantly can't miss him... never mind eh? It's out in the US right now, and we've got ten sneaky minutes of

his Superstar Challenge performance on camera. You'll get to see John Cena rapping, jumping up and down, and ripping his top off... the funniest bit has to be the mini-brawl that ensues when the fans argue over his T-shirt. Pure American dumb-ass genius! Naturally we caught it on camera, so when you see a strange cut-away scene that's what we're trying to show you.

WWE DAY OF RECKONING 2

We thought we should remind you that this was in fact the entire reason for flying to LA in the first place [oh yeah, so it was – Chandra], so it seems only right that it should be on the DVD. It's looking really nice and the control system and superstar roster has been upgraded. We have 10 minutes of Kane Vs Booker T that show off the new intros, the detailed facial expressions and the all-new Θ -stick submission system. It's all good and it's all right here!







PLIET (a) THE LEGEND OF ZELOA: TWILIGHT PRINCESS

UP FRONT

CUBE

THE LEGEND OF ZELDA: TP

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: ADVENTURE

PLAYERS:

nieno.

⊕ WHAT'S ΠΕШ

✓ NEW SCREENS

✓ NEW LEVELS REVEALED

✓ GAMEPLAY DETAILS

✓ CHARACTER INFO

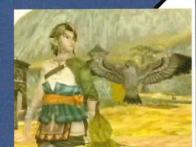
✓ STORYLINE SPOILERS

Megaton! Stunning new screens and info that scream 'Game Of The Decade!'











THE LEGEND OF ZELDA:

For once we are absolutely lost for words... okay, maybe not

SO HERE WE are, sat in our hotel room, six hours before Nintendo's pre-E3 press conference. We're here because it's 3am and we need to be online checking the web for last minute leaks. The Sony and Microsoft conferences have come and gone, and everyone who's anyone is arguing over PS3 specs and Xbox360 HD output capabilities. Then, all of a sudden something happens that demands everyone's attention. What could it be? New Revolution pics? Resident Evil 5 leaked screens? The news that Final Fantasy XIII will be cel-shaded? Nope. The buzz is being caused by a bunch of leaked screenshots of the

GameCube's new Zelda game. Why? Just look at these very pages and you'll understand. Each one of these new screens has more beauty and magic in it than all of the next-gen showings put together. Link is back... and this time he's cursed!

Each time Nintendo has showed us a new trailer for this game we have been wowed. The successive screens just get better and better, but somehow this latest batch trump them all. Just look at the lighting and the detail on the character models. Every screenshot throws question after question at you. Who is the wolf? Who is the character riding it? Who is the elf girl? Who is the

hooded character? Who is the hawk? Why is everything black and white? Calm down, dear readers, for we have all the answers.

Twilight Princess is actually the name of a Japanese manga story inspired by the movie Ladyhawke. In the story a knight and his lady are inflicted with a curse that sees both unfortunates transform into animals under certain conditions. By the light of the moon the knight turns into a wolf, and by the light of day the lady transforms into a hawk. The two can only see each other in their true form for a split second every day. It's quite obvious that Link's new adventure is

THE LEGEND OF ZELDA: TWILIGHT PRINCES!

"MORE BEAUTY AND MAGIC IN IT THAN ALL OF THE NEXT-GEN SHOWINGS PUT TOGETHER"







Aonuma-san must've listened to our request for monkeys. Fantastic!

The Twilight
Realm is void
of happiness
and colour.
Don't worry,
Link's here.



TWILIGHT PRINCESS

heavily based around the events of this story.

Anyone not wanting to read spoilers of the game's opening story should turn away now. Link starts off the game as a wrangler in a small, out of the way village. One day the village mayor sends him to attend the Hyrule Summit as a representative of the village. Somewhere along the way Link is unfortunate enough to fall foul of the Twilight Curse. Evil has consumed the kingdom of Hyrule causing it to be in a constant state of twilight. As such this entire land is drained of all joy and colour. As soon as Link finds his way through the dark forest and into the Twilight Realm he

goes through a shocking transformation and morphs into a wolf before being captured and locked in a cell. The wolf form has Link's eyes and even has his earrings! It's not too long before a bizarre character by the name of Midna comes to your rescue. This creature rides the wolf and helps you to find your way through the kingdom to break the cruel curse and free Hyrule from the grip of the Twilight Realm. All the while a mysterious hooded girl is being kept captive in a turret at the very top of an ominous castle at the very centre of the Twilight Realm.

While in his wolf form Link has various abilities thanks to Midna. He



CUEE UP FRONT THE LEGEND OF ZELDA: TP



"FIND YOUR WAY THROUGH THE KINGDOM TO BREAK THE CRUEL CURSE"



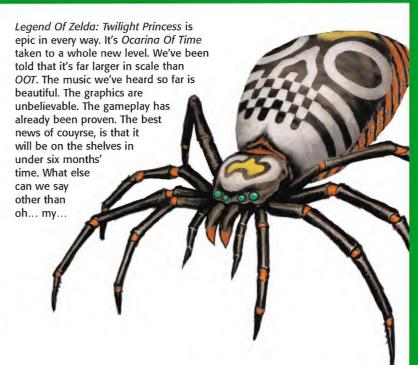
how to herd cattle, how to glide with chickens, how to row a boat and how to fight. This is all done by way of magical little mini-games such as 'whacking the scarecrow'. Link can also meet a girl by the lake who looks after the horses. It's here where Link is given his horse. Could it be Epona? We're still not entirely sure. The pattern on the girl's dress is amazing. You probably can't see it on the screenshots as it's quite subtle, but trust us: it's astonishing how much detail Nintendo has put into the game.

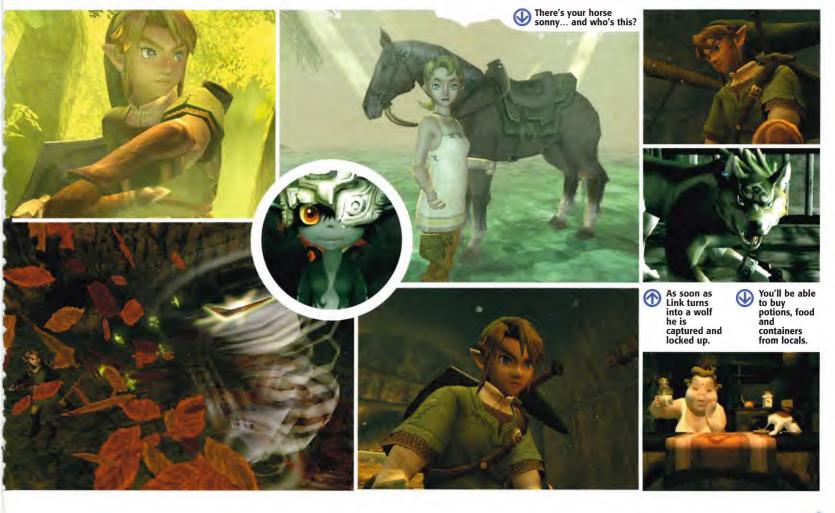
At this early stage of the game Link has a friend in the form of a hawk. Our prediction is that this hawk and the hooded captive are in fact one the same: Princess Zelda! By day she flies as a hawk but by night she is forced to return to her prison where she exists in human form.

In terms of controls *Twilight Princess* is very much an extension of *Ocarina Of Time*. The game still retains the lockon battle system and the automatic

jumping. As far as weapons are concerned we've only sen the sword, the bow and the boomerang. The latter has been given up upgrade in the form of a wind attack. The boomerang spins so fast that it leaves a mini whirlwind in its wake. As well as causing additional damage to enemies it can also clear things out of its way such as piles of leaves. The sword and the bow are Link's weapons of choice while he's on horseback. One particularly memorable section sees Link facing up against a sub-boss who has a little girl strapped to his lance. You have to charge him on a drawbridge to save her.

Nintendo has also just released a new trailer, which once again manages to put all previous trailers to shame. Obviously this trailer will be on the DVD next month but we've included a few choice screens here. There is so much to say about this game that we're going to have to wait until next month to cover it all, but for now we've covered the really important information. The





-

GCN

ALL ACCESS GAN

A Revolution has begun!

NEWS DE CONTENTS

AT A GLANCE

REGGIE'S BACK!

Straight from Nintendo's pre-E3 conference, here's all the juice, straight from the Rigginator's mouth. Mmm, Reggie's juice!

NEWS ROUND UP

The GBA micro is revealed. Yes, that's right, the GBA is so small you'll now be able to lose it just like that!

PAGES 14-15

VANISHING POINT

What's it about this month? What's it ever about? That's one of life's great mysteries, a mystery not solved here.

PAGE 18

WORLD NEWS

EA makes loads of money, Microsoft loses loads of money, you get to read about it over breakfast.

PAGE 20-21

GAMER'S DIGEST

Easy-to-swallow chunks of Nintendo news for you to consume in a relaxed and nonfattening manner.

PAGE 22-23

CHARTS/RELEASES

Games in list form, arranged in such a way as to indicate how popular they are. Or when they're coming out. Neat.

PAGES 24-25

ANOTHER YEAR HAS passed, another E3 has been and gone but one thing is certain – Nintendo is here to stay. For the second year running Nintendo has wowed the E3 crowds with its impressive line-up of software and hardware, including the worldwide unveiling of its next-generation console, the Revolution.

Despite the fact Microsoft and Sony had already revealed their systems earlier in the week, Nintendo's E3 conference was brimming with eager beavers desperate to catch a glimpse of the company's revolutionary new system. After a short delay the event kicked off with a series of video-clips showcasing a range of games including

NINTENDODS



Geist, Mario Kart, Viewtiful Joe DS and Battalion Wars, before Reggie "The Giant" Fils-Aime took to the stage to much applause from the crowd.

After joking about the Xbox360, Microsoft's latest offering due out at the end of the year, Reggie spoke briefly about Nintendo's success over the years

stating "we're not moving out [of the market place]" despite Sony and Microsoft's best efforts. Yeah! Go Nintendo! Kick ass. The Regginator then drove the point home by speaking about the

success of the GBA since its launch, selling over 28 million units in the US alone, before finally talking about one of the conference's highlights – DS Online (see boxout).

However, little was said that hadn't already been rumoured or confirmed previously but it was still good to see the company's dedication



The LA conference centre where magical things happen to magical people.

to bringing top-notch online gaming to the masses, stating that DS online will be simple and intuitive.

This wasn't all the handheld news, however, as Nintendo whipped out the much-rumoured GB Micro, which received a mixed reception from the gaming community (page 14 for more details). Contrary to previous speculation the GBA Micro isn't the GBA 2, but a new version of the current GBA SP, which we assume Nintendo is releasing in a bid to scupper Sony's PSP European launch.



M in the I, call him Sares, our resident flyboy has had to dight behind everify liner more himse than he calls to remember the doesn't play by me roles out he gots the job done. He's also a very to lar of Devon permittees.



He's the pmp of the nation and that's his station. By C, is Chondre the insirted on being called this month, is smooth with a capital SMODTH, and that means found out falles, wherever you may be the also fixes along. 'Erean! He said.



This has levelled up in life and acquired the deal of indidenence which enables from to link about in such a way that prevole become alignity uncontratable and downteen. That is the may all the Engley He down! The main and said tration





Finally, the moment we'd all been waiting for arrived when Iwata took to the stage and revealed the Revolution. The sleek prototype system, which is no bigger than a Mac Mini, received a rapturous reception as Iwata held it up for all to see... which wasn't easy, as its wee. In fact, it is the smallest console Nintendo has ever produced and, according to Nintendo, it's going to get even smaller by the time it hits stores next year. (For the full skinny on the Revolution, check out our Revolution Revealed feature on page 28)

DS ONLINE

Play together!

Whilst the Revolution was the biggest draw at the Nintendo conference, the DS had its fair share of interest with the talk of DS Online. Nintendo has confirmed that IGN Entertainment's Gamespy service will "provide wireless online play". The service will be free of charge, with Reggie stating, "users won't face monthly gameplay bills," although it appears that third-party publishers can charge should they chose to do so. According to Ninty the service will be so "simple and intuitive" to use that the company predicts that up to 90 per cent of DS owners will go online, and will do away with the "macho style of online games" that prevails at the moment.

Finally, the company revealed that 25 companies are already working on DS wireless games, including all the "big players". Three DS online games were confirmed at the event: Mario Kart DS. Animal Crossing and a new Tony Hawk game from Activision. We like the sound of that. Especially Ryan, who now has a



SHOW STOPPERS Highlights of the Nintendo conference

1: REGGINATOR

A star was born at last year's E3, and this year we were like teenage groupies squealing with glee as he blathered on about Nintendo being an "and" company not an "or" company. Whatever, kick some ass.



4: VIVA LA REVOLUTION

The Revolution is unveiled to the world, and gamers across the globe got a little sticky "down there". Awesome machine. For all the details, check out our feature on page 28.



2: DS ONLINE

(see next box out). Nintendo believes 90 per cent of DS owners will be online and that's a hell of a lot of potential for interaction right there. Who needs real life?

5: LEGEND OF ZELDA

A new trailer for the Legend Of Zelda: Twilight Princess is shown. Link can turn into a wolf! Totally cool...

3: MICRO MACHINE

The Regginator showcases the tiniest Game Boy ever, the Game Boy Micro. Essentially a scaled-down GBA, with removable faceplates so it can be customised. (see page 14)









"BE PREPARED

Taking time out from ass-kicking and taking names, NOA's Reggie Fils-Aime, E3 2005 MARIO MIX

GameCube goes Mario mad

AH. THERE'S NOTHING we like more than seeing a company milking a franchise until there's nothing left except two chapped, shrivelled teats, and Nintendo (gawd bless 'em) has won the crown with the confirmation of four, yes FOUR, Mario titles due out on the GameCube within the next year.

First up is two sports titles to join the ranks of Mario Golf and Mario Power Tennis - Mario Baseball and Super Mario Strikers (see preview on page 44). Whilst both games will feature authentic gameplay (that's right 'authentic gameplay' it's a new term we've just coined. Ha ha! 'Coined'!), they will also get the Nintendo treatment with the inclusion of power moves that the company promises will "add to the craziness of the competition." Lets just hope these power moves aren't as irksome as the ones in Mario Power Tennis.

Next up is the previously reported Dance Dance Revolution: Mario Mix, which will feature 25 songs



Go Diddy Kong! You're the weiner!
Actually we're all weiners Mario Baseball!

(presumably a selection of Nintendo theme-remixes, some ghastly cover versions of naff pop songs and the obligatory techno-tune for the hardcore gamer) and will come packaged with a dance mat. Handy that. Finally, Nintendo announced that it will be releasing a new Mario Party title, cunningly named Mario Party 7. Like its predecessor the game will utilise the GameCube microphone and will include over 80 fun-packed party games. Some reports have also

suggested that the game will support up to eight players, although given the GameCube only has four control ports that might be a tight squeeze. We'll wait to hear the official line on that one. Release dates for Mario Baseball, Super Mario Strikers and Mario Party 7 have yet to be announced, although Dance Dance Revolution: Mario Mix will be hitting stores this October, just in time to burn off all those Halloween sweeties you've scoffed.





Square-Enix has confirmed that work is underway on its new title, The World Of Mana. No platform has been confirmed vet. however.



EA got ahead of the game by releasing this trailer a few weeks before E3, showcasing the awesomeness of next-generation gaming. Woo!







More of the industry's goodie-two-shoes and bad boys.

GOOD: Homeland WHEN CHUNSOFT'S ONLINE

GameCube title, Homeland, was initially released it was only available to buy on the company's website. However, a nationwide launch has been confirmed (in Japan) on the 30 June, Huzzah!

BAD: Gaming Officials

THE TWIN GALAXIES' Official Video Game & Pinball Book of World Records is now

demanding that participants take a blood test after their record-breaking attempts, otherwise their scores won't count. Where's the fun, that's what we want to know?

UGLY: Play It

THE COMPANY HAS finally managed to get an injunction on Digital Bridges to prevent the company from using its new I-Play logo that looks suspiciously like Play It's own logo. Why can't they settle it the normal way and just rock, paper, scissors for it?



Landing in Jap homes soon.

пень

GAME BOY MICRO

Nintendo's Micro machine unveiled

"WHAT ON EARTH IS that?" we gasped at E3, fearing for the life of the tiny piece of hardware Reggie Fils-Aime was holding aloft in his giant man hand, lest someone shouted "Xbox360!" and he crushed it by mistake. Fortunately, it survived (phew!) and it turns out the dinky little machine is actually the Game Boy Micro.

And lo! The new Game Boy Micro weights in at a featherweight 2.8 ounces or "about the weight of 80 paper clips!" according to Nintendo, as

though we can possibly imagine how much 80 paper clips actually weigh. Its dimensions are 4 inches wide, 2 inches tall and 0.7 deep, which officially makes it dwarf size in hardware terms. Technically, this will be exactly the same as the Game Boy Advance SP except Micro has a removable face-plate that allows you to customise its look.

Game Boy Micro is definitely the sleekest, cutest piece of kit to bolt from the Nintendo stable yet, and we want one. Hint, hint.



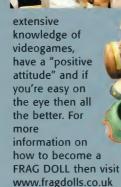


GIRLS, GIRLS, GIRLS

Ubisoft searches for game girls

UBISOFT IS ON the search for the UK's best girl gamers to join its new FRAG DOLLS team. Having already proved hugely successful in the US, the FRAG DOLLS are a group of lucky female gamers who get paid to tour the country and take part in tournaments in a bid

to stir up more interest in videogaming. "They encourage more women and girls to pick up controllers, helping break down gender barriers in the male-dominated world of online gaming," enthused Ubisoft in its press release. The company is looking for girls who have an



NEXT UP

Coming to a Revolution near you soon?



FIGHT NIGHT:

Whilst its not been confirmed as a Revolution title yet, considering EA's Fight Night series has appeared on the GameCube we think it's a safe bet. Just look at those graphics! Its like you're there in the ring. Lets hope they include a "chew opponents ear" option this time.



METROID PRIME 3:

Schexy Samus is back, with a redesigned ship, and is looking better than ever. Shame Ninty wouldn't give us any more details. Hurumph.

FANTASY:

Nintendo confirmed that

Square-Enix is

already busy

beavering away on

this Revolution

title. We'd have

liked an all-new

FF adventure, but it'll do. For now.



SMASH BROS MELEE:

the fact it will support WiFi

Nintendo's president, Satoru Iwata,

launch title for the Revolution. No

confirmed that Smash Bros will be a

further details were given other than

Midway has joined forces with Tiger Hill Entertainment, owned by Hollywood director and all-out god John Woo, to bring us this high-energy action game featuring the voice talent of Chow-Yun Fat (Crouching Tiger Hidden Dragon). The game is due out in 2006, although Midway has yet to confirm which next-generation platform it will appear on.



ZELDA AND MARIO:

Nothing specific confirmed, other than the fact these franchises will star on the Revolution. Like we couldn't have guessed that. Who know, the legendary *Mario* 128 might make an





HELLO KITTY ROLLER RESCUE

Have a break have a kitty cat

HEY EVERYBODY, THE GameCube is saved! We may not have got Burnout 3 and Resident Evil 4 and Viewtiful Joe 2 may have gone to the dark side, but our patience and loyalty has paid off as Namco has announced an exclusive title for the GameCube, Hello Kitty Roller Rescue! Wooooo! Oh come on, try and muster up some enthusiasm.

Hello Kitty may not be the phenomenon here that it is in Japan but there's still a dedicated fan base in Europe and the US and those



people are sure to be delighted at the prospect of playing with their favourite puddy-tat in her very own 3D adventure.

Hello Kitty Roller Rescue puts you in the role of Hello Kitty as she attempts to thwart Block-O's evil plans to take over Sanriotown with his hordes of (thankfully clumsy and incompetent) troops. During the game you will be expected to complete a number of missions with the aid of 20 popular Sanrio characters including Lucky the frog



and a blob with ears (can't remember his name), while exploring Hello Kitty's world. "The Hello Kitty property is recognized and loved on a global scale," said Jeff Lujan, Business Unit Director of Namco Hometek Inc. "We are very excited to bring Hello Kitty to life and give fans the chance to interact with her and other Sanrio character favourites in a delightful adventure." Aww, bless.

Hello Kitty is due out in the US in August. A PAL release has yet to be confirmed. Don't cry.



Majesco has snagged the licensing rights to Warner Bros' *Teen Titan* animated TV series. Play as the Teen Titans as they fight the likes of Robin, Slade, Overload, Jinx, Gizmo and Mammoth.

...coming to GameCube in 2006



ROLL ME OVER

...in the Clover. According to reports, Clover studios is currently working on two new projects including an "all original title". The other, we suspect, will be a sequel to Resident Evil or Viewtiful Joe although that's unconfirmed.

RATZ ROCK

One for the kidz

MANY-A-YEAR may have passed since the CUBE team were dashing about the school playground terrorising the poor lunch ladies, but we have it on good authority that these big-headed Bratz dolls are a hit with the young girls of today, even over-taking Barbie in terms of sales, and THQ is cashing in with a GameCube game starring the fashion dolls. Players can take control of one of the four Bratz girls as they explore the world in search of interesting stories to put in their new fashion magazine whilst tarting themselves up with the latest trends en route.

Bratz Rock Angelz is scheduled for a Q4 release.







VANISHING POINT

If you seek truth you may not find it, but sometimes it turns up where you least expect

HI-HO, HI-HO, IT'S OFF TO WORK WE GO

THERE'S THIS THING I have to do every day that I never really want to. It comes after getting out of bed and before laying down on the sofa in front of the telly for the evening. It's called work. It's not an unpleasant job that I do. I don't have to wade around in filth or deal with irate trouble makers. I am obligated to be in the office from 9:30 through to 6:00 though, and that's what makes it a chore.

What do you like to do when you're not at school/working down t'pit? Me, I like to relax. I do this in several ways, but most of them involve being on

Everyone likes a spot of inactivity now and then, some more than others, but there comes a time when all but the lardiest couch potatoes feel the need to occupy at least some of their time with activities that involve

the sofa, and periodic scratching.

more than remembering to blink. Tennis, shopping, reading, jogging, er, videogames. They're fun, right? Or are

they? Most games set you an ultimate objective to achieve. This being get to the end so you can smugly add it to your 'games I've completed' file and trade it in for the next challenge.

Be honest with yourself now. How many games have you enjoyed all the way up to the moment the final credits roll? More often than not there comes a point when a game ceases to be fun and a sense of duty takes over to plough through the final few levels so you can move on to something else with a clear conscience.

Further evidence can be gathered from watching our resident tipsters in action. These guys play through and write complete guides to the big games every month. That's what they're paid to do, and you should hear the language. Sailors have been seen running from the office covering their ears, such is the profanity that pulsates like a giant invisible blob engulfing the corner affectionately dubbed 'tips village'.

Here are some absolutely genuine comments to have been bellowed by members of the solutions team in reference to games widely regarded to be, as the street people put it, top banana.

****ing ***t game! – GTA: San Andreas

This is crap! – Splinter Cell: Chaos Theory

This game is ***ing b******! – Gran
Turismo 4

****ing rubbish ******* game! – Prince of Persia: Warrior Within

People with real jobs go home and play these games to relax at the end of the day. It sounds like a dream job until you break it down and realise that completing videogames for a living is just as much a job of work as delivering letters or stacking shelves in Tesco.

It all boils down to psychology. Games are only fun because we play them out of choice. The moment obligation is added to the equation they cease to be entertainment and become a task.





An essential ingredient in a happy life is to enjoy your work, so try to see things from a different perspective. Imagine that when you go home, it's the games you play that are responsible for the money that gets deposited into your bank account at the end of the month. Then you're free to convince yourself, through a combination of mental conditioning and self-denial, that work is simply a fun way to get through the day. The up-shot of this is a relaxed, fulfilling existence with the downside being you'll never enjoy another videogame as long as you live. CUBE





PER SERVICE SE

WORLD OF NINT

A glance at the globe through a Cube-shaped lens...

Cash boost for Codies (UK)

Codemasters is the oldest and biggest publisher in the land but it looks like it could be getting even bigger with the news that it's sold 40 per cent of the company off to an investment firm.

In part this is to stop any rivals taking Codemasters over but it's also to give the company a big cash boost, which its currently using to snap up deals with developers at E3 and beyond. Codemasters even got a new boss, albeit the guy that used to be in charge of Acclaim, so you can expect a bunch of new game announcements in the near future.



Bad news for EA record breakers (US)

Phone the Guinness Book Of Records – EA is even richer than ever! Everyone's favourite global corporation has become the first third-party publisher ever to bring in revenues of more than \$3 billion. Yes, billion.

It's not quite smiles all round though because profits have actually been down. EA only made \$504 million this year, compared to \$577 million last year. What's more its results over Christmas were well down on expectations with a measly \$8 million profit in the busiest period of the year. EA's share price plummeted as a result, but really, how much sympathy can you have for a company that complains when it only makes \$504 million in a year?

Microsoft king of the loss leaders (US)

Last month Nintendo announced it expected to make \$769 million in profit this year. As you can see just over there on the left, EA has clocked up \$504 million. And what has Microsoft achieved? Well, in the last three months it's managed to lose \$154 million. That's one hell of a sofa and an awful lot of spare change! Incredibly this is actually a better result than last year when Microsoft was in the hole for \$209 million.



Game Boy claims another scalp (US)

Trying to create a rival to the Game Boy, if you're not Microsoft or Sony, is a pretty stupid idea at the best of times, but you really have to wonder at the sobriety of anyone attempting it right on the back of the DS and PSP launches.

It's been something of a race to see who would fail first and although the Gizmondo and N-Gage are still hanging on, Tapwave's Zodiac console has already bitten the dust. We imagine most people haven't even heard of it, but it was a sort of PDA/console hybrid with a few specially made games such as Tony Hawk's Pro Skater 4, Doom II and Spy Hunter. It won't be missed.

MTV awards games (US)

The 2005 MTV movie awards are to include a category for best videogame for the first time. The new award will be for Best Video Game Based On A Movie, the winner of which will be voted on by viewers.

The nominees, for a genre that has some of the worst offences against gaming ever seen, are *Spider-Man 2*,

Chronicles Of Riddick: Escape from Butcher Bay, Harry Potter And The Prisoner Of Azkaban, Van Helsing and The Incredibles.

Except for the last two that's not actually a bad list – the winner will be announced, in the typically nauseating style for which MTV is famous, on 9 June.





ENDO

Big giant robots to invade Europe (Europe)

Although Bandai and Namco are now one giant corporate entity it's going to make little difference to most gamers. The biggest change though will probably be in how Bandai handles

1

its Gundam games.

You can see the first signs of this with the news that Bandai has set up a new videogames forum dedicated purely to Gundam at www.GundamOfficial.com. Namco is also setting up a new Euro HQ this autumn so that should mean a lot more Gundam titles will be making the trip over from Japan, and we wouldn't be surprised if they started with Mobile Suit Gundam:

One Year War, which ironically was Namco's last game before the merger.

Nintendo DS downloads, part deux (Japan)

With Nintendo now seemingly embracing the concept of online gaming it's already started experimenting with downloads in Japan. Demos of *Meteos* and *Polarium*, as well as bonus songs for *Jam With The Band* are already available to anyone that gets close to a download kiosk in Japanese stores. The demos disappear if you turn the machine off, but you can keep them for longer by putting the DS in sleep mode. Stage two of the experiment will see playable demos of *DS Training For Adults, Mystical Ninja* and *Kadokeusu. Nintendogs* owners will be able to download Japanese popstar Utada Hikaru's very own virtual pet. Hopefully this means

that if the service launches here we'll get to play with Kylie's mutt, or something.



Team Ninja to revolutionise Nintendo?



The Dead Or Alive games maybe the shallowest, most sexist, beat-'em-ups in all creation, but you can't deny they sure are pretty. For this generation all of Tecmo's Team Ninja games have been Xbox only (someone else at Tecmo does the Project Zero and Rygar titles) but it looks like that might all be about to change.

When asked point blank whether he'd support the Revolution, Team Ninja boss Tomonobu Itagaki uttered the promising sounding quote of: "I should be able to talk about that soon. I promise."

Just think how many polygons the new generation of consoles will be able to bounce around. Yes, bounce.



GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVE

The first ever Fire Emblem has gone down a storm in Japan this month, getting to number two in the all formats charts and generally proving popular with all and sundy. The rest of the Japanese chart is rather less inspiring, although it's nice to see Resident Evil 4 getting a bit more love than before. The US chart, on the other hand, is the dullest thing since watching Celebrity Wrestling without the picture. Even more so because Resident Evil 4 is only place above Luigi's Mansion. Really, Luigi's Mansion!? What's going on? Perhaps it's just a misprint. Two years' worth of misprints, actually!

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	FIRE EMBLEM	NINTENDO
2	5	RESIDENT EVIL 4	CAPCOM
3	4	SUPER ROBOT WARS GC	BANPRESTO
4	2	STARFOX: ASSAULT	NINTENDO
5	1	DONKEY KONGA 3	NINTENDO
6	7	PSD EPISODE I & II PLUS	SEGA
7	RE	MARIO PARTY 6	NINTENDO
8	3	HARVEST MOON: POH	MARVELOUS
9	6	ONE PIECE GRAND BATTL	! BANDAI
10	RE	GOTCHA FORCE	CAPCOM

US CHART

LAST	TITLE	PUBLISHER
1	SUPER MARID SUNSHINE	NINTENDO
RE	SUPER SMASH BROS MELE	E NINTENDO
3	ANIMAL CRDSSING	NINTENDO
4	ZELDA: THE WIND WAKER	NINTENDO
RE	POKÉMON CDLOSSEUM	NINTENDO
2	MARIO KART: DD!!	NINTENDO
RE	HARVEST MOON: AWL	NATSUME
7	DONKEY KONG: JB	NINTENDO
5	RESIDENT EVIL 4	CAPCOM
6	LUIGI'S MANSION	NINTENDO
	1 RE 3 4 RE 2 RE 7	1 SUPER MARID SUNSHINE RE SUPER SMASH BROS MELE 3 ANIMAL CROSSING 4 ZELDA: THE WIND WAKER RE POKÉMON COLOSSEUM 2 MARIO KART: DD!! RE HARVEST MOON: AWL 7 DONKEY KONG: JB 5 RESIOENT EVIL 4



FEFF BRIDGE DEED

ROUND-UP



UP THE AMAZON In the wake of E3, online retailer Amazon has announced that gamers can now sign up to be notified the minute next-generation games are available for pre-order on the website. "We are delighted to be able to offer gamers the first opportunity to sign up for pre-order information for the next generation consoles," said Rikki Price, PC and videogames editor at Arnazon.co.uk.
"The new technology will be incredible, and we're hoping gamers will come to us and sign up now to ensure they have the future first!"

ADEN YOUR

It's taken its sweet time but good of Ninty is going all-out to bring wireless gaming to the world with the Revolution. The latest buzz on the scene is that leading wireless broadband expert Broadcom is providing Nintendo with wireless technology for use in the next-gen console. "By integrating Broadcom wireless solutions into our next-generation systems, we can provide the high performance gaming and connectivity capabilities that will delight users of Revolution," said Genyo Takeda, general manager, integrated research and integrated research and development division for Nintendo. Delight us you say? By how much: Angel Delight or Sunny Delight? We're hoping for sunny delightedness. [Sunny Delight is gross, don't drink it, kids, especially the green one — Ed]

Videogame retailer, Game, has received a much needed boost in morale after the company announced that it had seen an eight per cent increase in like-for-like sales (in the first eleven weeks of the year thanks to the massive uptake of the Nintendo DS. A strong software line up at Easter was also attributed to the company's success. Go into Game, observe the staff and see how they're all smiling



IN THE CUBE WITH... RED STORM TEAM

GHOST RECON 3

CUBE: Are we still in Korea or is there a new setting this time around?

RST: The US President has joined the Canadian Prime Minister and the Mexican President in Mexico City to sign NAJSA [the North American Joint Security Agreement], a new policy designed to share the policing responsibilities along the borders of these three countries and control illegal immigration and the movement of drugs and terrorists in the hemisphere.

As a symbolic gesture a number of US military weapons and vehicles have been sold to the Mexican Government and are now situated at the Mexican Whitehouse, Chapultepec castle.

During the public signing of the document the three leaders are attacked by Mexican soldiers opposed to what they consider an unreasonable concentration of military power in civilian hands (and even worse, in politicians' hands).

The Ghosts, as the only US Special Forces on the ground, are ordered to meet up with Secret Service agents protecting the US President and ensure his safety until he is extracted. Unfortunately, the US president never reached the Airport and is now in enemy hands. The Ghosts must now hunt down his captors in a war-torn Mexico City and fight off a well-equipped Mexican force.

CUBE: How tough will it be for players unfamiliar with the previous games to get into the new one?

RST: The game design has been written to allow the player to develop with the game. The idea is to immediately immerse the player and let him pick up his pad and be part of the experience. The first mission puts you into character and allows you to familiarise yourself with the Cross Com system and how it will assist the gameplay. Basically you are given the chance to accustom yourself to the controls before all hell breaks loose!

CUBE: How did you go about capturing the tone and flavour of the new environments?

RST: We spent a number of months researching areas for the Ghosts to enter and to ensure the environment was as realistic as possible. The desert, Vietnam,



Iraq has been done over and over, so we went looking for Urban warfare with scope, hence Mexico. The traditional vision of Mexico might be of sombreros, cigars and donkeys, but Mexico City itself is enormous and has diverse locations within the city limits, allowing us to really explore Urban warfare. There are over 20 million people in Mexico City, and with its border being linked to the US it makes the threat more realistic.

CUBE: How many levels and missions will there be?

RST: [There are] twelve single player missions, with an average of six sub missions within each; seven to fifteen additional multiplayer levels.

CUBE: Do you get to control all team members or just the leader?

RST: He or she will only take on the role of Major Mitchell, leader of the ghosts.

CUBE: For the uninitiated, can you just explain who the 'Ghosts' actually are? RST: In an era when the United States is the only global superpower, the US Army needs an elite group of soldiers who can be put in the field immediately, anywhere in the world. The point of the spear in every operation, US Special Forces Group 5, First Battalion, D Company is an elite Green Beret unit made up of the best of the best. First into any conflict and last to retreat, they handle the missions that no one else can. Often inserted deep behind enemy lines, they strike swiftly and suddenly, and then vanish. They are the quiet professionals; they call themselves the

CUBE: Ghost Recon 2 shifted its game design from a 100 per cent tactical shooter to a more action-based game in order to broaden the audience. Fans of the original questioned this shift. What can we expect from **Ghost Recon 3?**

"Ghosts".

RST: We are keeping the realism that the core fan base has loved since the original Ghost Recon, but we are looking to give the game a huge boost with the help of next generation technology in terms of immersive gameplay. In terms of tactical gameplay, you now have intel from unmanned drones which you control, you can call in Apache Air strikes which will work in conjunction with your team. You order your team to move in on enemy positions. The vision of the Integrated Warfighter System is that you now have





situational awareness on the battlefield near, mid and far range.

CUBE: What about new features?

RST: The biggest feature of Tom Clancy's Ghost Recon 3 will be the Cross Com system: you will receive information, news reports, briefings, and interact with your troops on the ground, all while you are carrying out missions.

CUBE: What about weapons and devices - do we get any cool new stuff to play with?

RST: The Ghosts will be decked out with next-generation military technology. Their weapons, communication systems, and combat suit will feature an unprecedented level of technology for a military shooter.





55)

ROUND-UP

World leading manufacturers of virtual reality accessories, eDimensional, has issued a statement denying that the company has been in negotiations with Nintendo to use its patented stereoscopic 3D technology in the Revolution. "While it is typically our form of the company of the stereoscopic solution in the Revolution." While it is typically our form of the stereoscopic solution. policy not to comment on rumours or speculation, due to the overwhelming number of phone calls and emails inquiring about this we felt the need to acknowledge that eDimensional is in no formal discussion or negotiation with Nintendo regarding our stereoscopic 3D technology," said Michael Epstein, CEO of eDimensional. For the truth about the Revolution, check out our feature on page 28.

IIC RETURNS FOR

According to the rumour mill Sega is releasing a new Sonic Mega Collection exclusively on the GameCube. The game, allegedly to be titled Sonic Gems Collection, is reportedly going to feature the likes of Sonic CD and Sonic Fighters plus many more. CUBE contacted Sega for confirmation, but no comment was forthcoming, Instead we asked the big, plush, cuddly Sonic who used to live on top of Steph's computer and now sits under a pile of cack on Miles' desk. He just looked embarrassed.

With everyone's attention focused on the Revolution at the moment it's nice to see that some gamers out there still care about their GameCubes. Possibly too much, in fact. This picture has been giving us chuckles all month, as it purports to show the "GameCube Advance". Could this be the much rumoured GBA 2? Well, it could be since rumour has it the GBA 2 will feature GameCube-level technology. It looks suspiciously like a Sony Walkman to us though... oh, the betrayal!



BACK TO FRONT

Namco goes retro

NAMCO, THE CREATORS of retro icon Pac-Man, has decided to revisit its roots with the announcement of Namco Museum 50th Anniversary, due out on the GameCube and GBA this autumn. The game will feature 14 classic games from the Seventies and Eighties, including the legendary dot



munchers Pac-Man and the bow-headed Ms Pac-Man. Next up are the space shooters Galaga, Bosconian and Galaxian, followed by a generous side-order of racing goodness with the likes of Pole Position, Pole Position II and Rally X. If this doesn't float your boat then Namco is also offering



players the chance to soar through the skies and shoot down all sorts of aliens in Spy Kid and Xevious, take on the role of a police mouse in Mappy or a secret agent in Rolling Thunder. Unfortunately the GBA version will only feature a handful of these titles. "Namco Museum 50th Anniversary brings countless hours of family-friendly entertainment to gamers everywhere," said Jeff Lujan, business director, Namco Hometek Inc. Well for starters there isn't a Star Fox insight, so that's already a bonus.







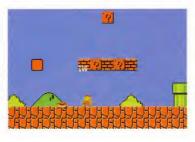
GONE FOR GOOD?

Give them a low-down beat

FORMER NINTENDO PRESIDENT,

Hiroshi Yamauchi, will be handing in his GameBoy and Mario cap once and for all with the announcement that he will be stepping down from his position on the Board Of Directors on 29 June. Yamauchi was made president of Nintendo back in 1949, and through those times has seen the company turn from a card manufacturer to a multi-billion pound enterprise that boasts a successful catalogue of arcade, console and handheld games, a host of popular franchises such as Pokémon, Mario and Donkey Kong, and a bevy of landmark gaming systems such as the NES, GameBoy and the DS. Yamauchi handed the mantle on to Satoru Iwata back in 2002, but still maintained a strong voice in the company over the last three years. According to reports,

Yamauchi encouraged the company to go into film production and was a central figure in the concept of the DS, so his departure will be felt in the gaming world. Thankfully, he'll still have some say in the working of the company: he has allegedly been asked to stay on as an advisor to Nintendo and will retain 10 per cent of the company stock. Now that's a pension plan we'd like to sign up for!





RESIDENT DOWNGRADED

That'll teach Sony to nab our games to our hearts, we thought you might like to see the first ever screens of the PS2 Resident Evil 4. Those of you who felt a bit let down when the PS2 conversion was confirmed, fear not. There are significant differences in the graphical quality as can be seen from these comparison screenshots, and we imagine that it won't run anywhere near as smoothly. And breathe...





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The place: the Net. The time: whenever. The mission: unfettered GameCube news, reviews, tips and gossip!

Our site features searchable news, cheats and reviews, opinion polls and the forum.





UP-TO-THE-MINUTE NEWS

Every day of the week our rabid news hound updates the GameCube stories that matter.



CUBE, WITHOUT THE PAPER

Read back issues of CUBE without even having to go and buy them! We're too good to you...



HOTTEST CHEATS 4 IN TOWN

Our sister
magazine
SOLUTIONS:
NINTENDO
GAMECUBE
sometimes updates
this page just for
you, no really.



THE FORUM

The CUBE forum is one of the most subscribed and lively GC discussion salons in the country. Be there, be way cool, really...

MOST PLAYED

THE GAMES WE'VE BEEN TAHING HOME AT THE END OF THE DAY



POKÉMON EMERALD

"It's no Street Fighter III is it?" No Tim, it isn't. Nothing is. Except for Street Fighter III. This is Pokémon Emerald, so what do you have to say about that? "It's no Pokémon Colosseum, is it?"



FIRE EMBLEM: TOTBE

"I'm not doing this Miles! Seriously, it's all in Japanese and everything." This, dear readers, is how Tim goes about delegating the workload onto our poor unsuspecting freelancers. Then Chandra did it, level down Tim.



NINTENDOGS

"Hey, nice puppies." Ho ho, what larks we had this month with that old gag. Of course, it would have worked better if we'd said it to Liz rather than Darran.

CHARLIE AND THE CHOCOLATE FACTORY

EASES CRAMPS



Every child and woman's dream comes true as the weird Willy Wonka opens his factory doors to the gaming world. Grab your golden ticket and sample the sweet delights for yourself - just don't stand too near the chocolate river. Or the Oompa Loompas, of course!

ANTICIPATION ***

CRASH TAG TEAM RACING

DOUBLE CRASH!!



Crash Bandicoot is pretty lame as mascots go, but he certainly knows his way around a race course. Compete against the dastardly Dr Neo Cortex, fuse cars together to create "super vehicles" and try to look interested. Or ignore it, that's what we plan.

ANTICIPATION

"BUICK.

SOMEONE SAY

FUNNY TO PUT

SOMETHING

IN THIS BIT"

CUBE's at-a-glance guide to the most interesting blips on the gaming radar

	51 11 10 11	Art of the		***
Donkey Konga 2	Rhythm/Action	Nintendo	3 June	***
Chicken Little	Adventure	Buena Vista	7 June	
Medal Of Honor: European Assault	FPS	EA	17 June	***
Madagascar	Adventure	Activision	24 June	***
Batman Begins	Action	EA	24 June	***
Killer 7	Shooter	Capcom	27 June	*****
Fantastic Four	Adventure	Activision	15 July	***
- Charlie And The Chocolate Factory	Adventure	Take-Two	July 2005	***
Zatchbell	Beat-'em-up	Bandai Games	August 2005	**
Geist	Action/Adventure	Nintendo	Q2 2005	***
The Incredible Hulk: Ultimate Destruction	Action/Adventure	Vivendi	Q2 2005	***
Spartan: Total Warrior	Action/Adventure	Sega	September 2005	***
Scooby Doo Unmasked!	Adventure	THQ	September 2005	**
- Crash Tag Team Racing	Racing	Vivendi	Q3 2005	**
Midway Arcade Treasures 3	Racing	Midway	Q3 2005	***
Pac-Man World 3	Adventure	Namco	Q3 2005	**
The Chronicles Of Narnia: TLTWATW	Adventure	Buena Vista	Q4 2005	***
Peter Jackson's King Kong	Adventure	Ubisoft	Q4 2005	***
Harry Potter And The Goblet Of Fire	Adventure	EA	TBC 2005	***
Marvel Nemesis: Rise Of The Imperfects	Beat-'em-up	EA	TBC 2005	***
Fire Emblem	RPG	Nintendo	TBC 2005	***
Advance Wars: Under Fire	Strategy	Nintendo	TBC 2005	***
The Legend Of Zelda: Twilight Princess	Adventure	Nintendo	TBC 2005	*****
Odama	Strategy	Nintendo	TBC 2005	***





PETER JACKSON'S KING KONG

LORD OF THE APES



If anyone can mess with a classic and get away with it then it's the hobbit master, Peter Jackson. A giant ape is dragged out of his natural habitat and brought to the big city and merry havoc ensues. There's a moral there somewhere

ANTICIPATION ****

OF THE IMPERFECTS

POBODY'S NERFECT



It's every comic-book lover's fantasy – take on the roles of Marvel's top super heroes including Elektra, Spider-Man and Wolverine in a beat-'emup game that sees the heroes test their skills against the Imperfects - a family of evil supermen and women created especially for the game

ANTICIPATION

The games that dodged their release dates and those that got away

187 RIDE OR DIE

Chandy Bear has got the inside scoop once again, informing us lesser mortals that this "urban themed combat racing game" won't be getting a GameCube release after all. Actually we're not that bothered Sounds lame



MARIO KART GP

Word on the street has it that the Mario Kart arcade game won't be coming out in Japan until December 2005, meaning we'll have to wait even longer.



SUPER PAC-MAN PINBALL

Rumour has it that Pac-Man mightn't be coming to the DS after all (other than Pac Pix of course!). Oh well Pac-Man Pinball's rubbish anyway, see page 83.



BINNED?

SLIPPED!

BINNED?

IMPORTANT DATES...

After a barren month, Japan is looking forward to a fertile few weeks with a wealth of stellar games including the elusive Killer 7, while the US can feel all big and clever with European Assault on D-Day.

JAP RELEASE DATES



US RELEASE DATES

MEDAL OF HONOR: EUROPEAN ASSAULT	EA	6 JUNE
NINTENDO PENNANT CHASE BASEBALL	NINTENDO	13 JUNE
GEIST	NINTENDO	27 JUNE

FEFF BBBB



IECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

It seems the ladies love Nintendo's new microphone, as Mario Party 6 has gone straight into the number one spot, followed closely by Resident Evil 4. We suppose the chainsaw controller didn't have the same appeal. New kids on the block include Baten Kaitos, the shady Splinter Cell: Chaos Theory and the cel-shaded masterpiece Viewtiful Joe 2. On the downside, you're still buying FIFA Street - stop it at once!

UK CHART

Chart*Track*

All information is compiled by ChartTrack and is the strict copyright of ELSPA (UK) Ltd.



MARIO PARTY 6

It's my party and I'll gob down a mic if



MARIO POWER TENNIS

CUBE RATING

MPT... MPT. Empey T. Empey Tim. Subliminal...





RESIDENT EVIL 4

Enter your Mercenaries scores in Bea The World.





MARIN

THINE

DONKEY KONGA: JB CLIBE RATING

Still banging around the lower end of the chart.





METROID PRIME

Morph balls CUBE RATING cars of the future.



SPLINTER CELL: CT



CLIBE RATING

See, we knew it wouldn't enter very high up.





BATEN KAITOS

It's like the Hollyoaks cast did the voice overs...



TIMESPLITTERS: FP

FP doesn't stand for First Person, that's just sily.





FIFA STREET

2

Makes us hate can't be good for anybody.



VIEWTFUL JOE 2

CLIBE RATING

Hey Joe, don't make it bad, this isn't right.

SHOE-STRING

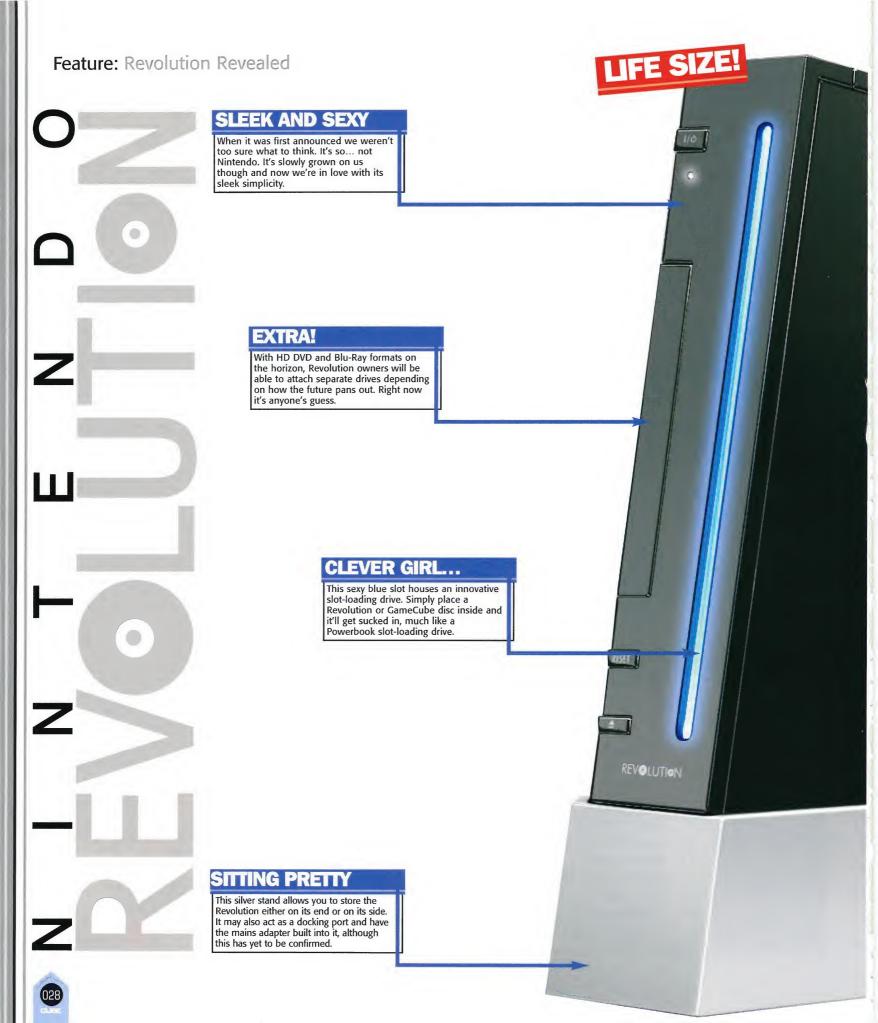


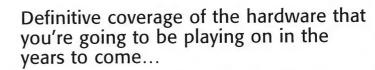
- **SONIC ADVENTURE 2: BATTLE**
- **RESIDENT EVIL ZERO**
- 3 **SONIC HEROES**
- 4 **SONIC MEGA COLLECTION**
- 5 THE LEGEND OF ZELDA: WIND WAKER
- 6 SOUL CALIBUR II
- 7 HARVEST MOON: A WONDERFUL LIFE
- 8 **MARIO PARTY 5**
- 9 **GOLDENEYE: ROGUE AGENT**
- 10 **SUPER MARIO SUNSHINE**

GAMECUBE NEWS

We've always thought of ourselves as loyal people, but this month all we've done is gaze over the GameCube's proverbial shoulder at the hotter, newer Revolution. We're gaming adulterers! For shame. After all, our trusty GameCubes have provided us with countless hours of joy and entertainment and asked for nothing in return except the occasional once-over with a duster. But now the Revolution is on the horizon our fickle hearts have moved on faster than J-Lo can upgrade her husbands, but we do feel guilty about it. The humble GameCube has plenty of life in it yet; within the next 12 months we'll be blessed with the likes of The Legend Of Zelda, Viewtiful Joe: VFX Battle and Prince Of Persia 3, proving the ol' bird can scrub up nicely given half a chance. Oh come back GameCube, we love you! Please CLIBE forgive us...







SOMETIMES WE ENVY you, we really do. It's all very well being flown to LA to see Nintendo's latest offerings, but this year is different. Over the past two days gaming forums have been rife with speculation, and most of it is concerning Revolution. Some attention-seeking sites have even gone as far as to claim that the successor to the GBA will be shown, but we know better than that. What's more difficult to ignore is the hype surrounding the Revolution.

Just one week ago Microsoft was due to be the only company to have a significant next-generation presence at the show. Fair enough, the Xbox360 is out way before the others. Revolution and PS3 would be touched upon and if we were lucky we might even get to see a mock up of the hardware and some tech demos. Sony was misleading us though, and it's entire pre-E3 conference focused on the next generation, which included plentiful stats and very impressive tech demos. Sony gave everyone what they wanted. Hours later Nintendo released the first ever pictures of the Revolution, a move that sent the gaming industry into a frenzy. Gaming websites the world over predicted that Nintendo would come out fighting and show versions of Mario, Zelda, Metroid, a finished controller... in short, a Revolution blowout. And so the world watched and waited... and Nintendo showed nothing. Gamers went berserk, predicting the company's downfall and filling forums with hate mail. Despite the presence of two new pieces of kit and possibly the best game ever created (Zelda: TP), the atmosphere for the rest of that day was one of defeat and depression. Had we closed our ears to the hype and listened to what Nintendo promised we wouldn't have been disappointed. Reggie Fils-Aime said some time ago that "E3 2005 will not be Revolution's coming out party". With that in mind, and the rollercoasterride of emotions out of our system, we're all set to report the facts and maybe just a touch of well-wishing. Ladies and gentlemen, introducing the Nintendo Revolution...

REVOLUTION BREAKDOWN TURN THE PAGE

THE GREEN

Microsoft presents... Xbox360

In terms of next-gen unveilings E3 2005 was always going to be the Xbox360's launch party. The machine is set for a November release (that's a mere five months away) and E3 was rife with playable software. As far as we can see everything about the machine is final: the hardware, the specs, the controller... everything. While the graphics are impressive, some of the games on offer aren't that much of a step up from current Xbox titles. Ironically Perfect Dark Zero was one title in particular that failed to impress on any level. The joypad itself is merely a redesign of the standard Xbox S-pad, and while there's nothing wrong with it (it's quite nice actually), it suggests that Xbox360 will provide gaming experiences that play identically to the current generation, albeit with better graphics. There's nothing new here and no scope to create anything new either. We've no doubt that it will sell bucket-loads though.

The Stats!

- · CPU: three cores running at 3.2 GHz each
- · GPU: 10Mb embedded DRAM
- · Polygon Performance: 500
- million triangles per second • Internal Memory: 512Mb of 700MHz GDDR3 RAM
- · Memory Bandwidth: 22.4Gb/s memory interface bus bandwidth, 256Gb/s memory bandwidth to EDRAM
- · Storage: Dual-layered DVD ROM
- Overall Floating Point Performance: 1 Teraflop
- · Release: Nov '06



THE PLOT THICKENS

So what exactly can we expect?

THE LOOK

The sleek and sexy design of the Revolution shows a departure from Nintendo's previous 'fun, kiddy' attitude. It's so different to what we were expecting that the first time we saw it we didn't know what to think. Now that we've got used to it we fully approve though. At just 20cm long and 14 cm wide, Revolution is approximately the size of three DVD cases stacked together. That's the smallest games console ever, and it even rivals the likes of Apple's Mac Mini in the diddy stakes. That said, NCL president Satoru Iwata stated at the pre-E3 conference that this was not the final design and that the fished unit may be even smaller.

Unlike Sony and Microsoft's offerings, Revolution has been designed to fit alongside your home entertainment system. Essentially the unit is the shape of a hi-fi separate and can be incorporated as such if you so

wish. Competing designs from the other two companies are based on concave and convex shapes, both of which wouldn't fit easily into a home set-up. As far as colours are concerned, the official unit currently

comes in

with a silver stand, but Iwata-san has already said that many different colours are being considered. Indeed, Nintendo did its typical trick of showing a vast array of coloured Revolutions in glass cases on the show floor.

THE BUTTONS

In keeping with the machine's simplistic design, there are only three discrete buttons. At the top of the unit is the power button. When the power is on a small white light will glow underneath it. Mmmm... pure white light.

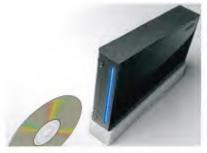
At the base of the unit you'll find two more buttons: Eject and Reset. We're sure you're quite aware of what these buttons do.

COMPATIBLE MEDIA

As we've already confirmed in previous issues on the magazine Revolution will be able to play GameCube games as standard. The main format of the machine however, will be dual-layered,







12cm DVD discs. These DVD-9 standard discs can hold up to 8.5Gb of information - that's roughly six times that of the GameCube's proprietary DVD format. Both these formats are read using the machine's innovative slot-loading drive. As with Apple's Powerbooks you just insert the disc partway into the drive (which glows neon blue by the way) until the disc gets sucked in. As far as we were concerned the technology to slot-load different sized discs didn't exist, but Nintendo has obviously found a way.

To get around piracy issues it seems likely that the discs will be proprietary in some way, and the machine will not play DVD/HD-DVD/Blu-Ray films out of the box. Instead you will have the option of purchasing a separate, self-contained upgrade that slots into the Revolution's expansion port. This will mean that whatever the outcome on the high definition film front, Revolution will be able to handle it. This is a far better idea than opting for one or the other as the competition has. You might be wondering how you can replace an entire DVD drive when the expansion port is narrower than a DVD... well, it's simple. The upgrades will only need to contain the relevant laser and lens combo. If you ever seen the lens/laser/motor section on its own you'll know that it could easily fit into a container that's 10cm wide.

BACKWARDS COMPATIBILITY

We already knew that the Revolution would be able to play GameCube games. What we didn't know was how it would do it. On the left-hand edge of the console (as you'll see from one of the pics on this page) is a flap that can be opened to reveal four GameCube controller ports. That's that mystery solved. What we don't know is whether the technology involved to run the games will be an emulator or whether the Revolution hardware will be used to upgrade it. Considering that the Revolution will output a high



definition signal it would make sense that GameCube games would be upgraded slightly to allow for this.

THE CONTROLLER

As expected Nintendo didn't show the controller. When it comes to the control mechanism Nintendo is traditionally cagey, and changes to the design tend to go on right up until the last minute. When it comes to living up to its name, it's this part of the machine that will offer the main 'revolution.' For the past year gamers have been speculating as to what this revolutionary aspect would be and it looks like we won't be finding out anytime soon. The most Iwata would say was that the controllers will be wireless and they will be unique "in ways we will share with you... later."

NINTENDO WIFI CONNECTION

That's the new name for it apparently. Catchy, huh? The entire machine is based around WiFi technology, so the console, the controller, the TV and the internet will all be interacting with each other. The massive, massive news is that as part of its online service Nintendo will offer users a new service higher

that we would consider to be a significant coup for the Revolution. Users will be able to download 20 years' worth of Nintendo games. Yes, that right: every single Nintendodeveloped game from the N64 right back to the NES will be made available as a simple download, in a similar way to Apple's iTunes Shop. No prices were mentioned but we would quite happily pay a quid to have a NES game, a few quid for a SNES game and maybe a fiver for an N64 game. All downloads are stored on the Revolution's 512Mb of internal flash memory. That's enough to hold 10 average N64 games or around 50 SNES games, although we expect that figure to be much

as current compression techniques have advanced significantly over the past few years. Right next to the GameCube controller ports you'll find two SC Card slots. These are to be used as the system's memory cards (you can save to the internal memory, but if you want to take info to a mate's house you'll need to save to SD) but they will also allow you to save downloaded games. So, if you fill

TURN THE PAGE!

Sony presents... PlayStation 3

Up until a few days before E3 Sony wasn't expected to show much. We were expecting pretty much what we were expecting from Nintendo. What happened came as a bit of a shock though. Not only did Sony show the machine and the controller: it also knocked us for six with countless tech demos and third-party offerings. This is what we were expecting next generation graphics to look like. Thanks to the Cell processor the P3S is able to deliver a floating point performance that's twice that of the Xbox360. The result of this is a phenomenal graphical performance. Granted none of the videos were true in-game graphics but developers are claiming that they can offer this quality and more. It's not all good though... the controller looks diabolical!

- · CPU: Cell processor running at 3.2GHz
- · Internal Memory: 256Mb of 700MHz GDDR VRAM, 256Mb system RAM running at 3,2GHz
- · Storage: Blu-Ray DVD
- · Overall Floating Point Performance: 2.18 Teraflops
- · Release: Spring '06





Feature: Revolution Revealed



against the competition and that a capable graphics chip is just the price of entry. As for anything else, we'll have to wait a bit longer.

THE GAMES

Bizarrely the only specific title that Nintendo announced was a third-party effort: Square-Enix's Final Fantasy: Crystal Chronicles. Iwata also chatted about what Miyamoto-san is up to: "Miyamoto is challenging his teams to create something new." It was revealed

Zelda, Mario, Metroid and Donkey Kong games are also in the works. We never saw them coming. As far as third-party efforts go Iwata sated that "we expect strong third-party support in both hemispheres." Expecting or hoping Iwata?

THE RELEASE

When can we expect it? Nintendo has

and age aggression gets you places. That said Sony really shouldn't have shown so much. It's showing prooved that amazing graphics aside it really has nothing more to offer than the Xbox360. And that pad is awful...

The most important factor though is that in terms of image Nintendo has managed to change very little. Yes the design of the hardware is far more

"EVERY SINGLE NINTENDO-DEVELOPED **GAME WILL BE MADE AVAILABLE AS A** SIMPLE DOWNLOAD"

that Revolution will launch with Miyamoto's new offering and a new



said that it is preparing to launch the Revolution in line with Sony's plans. PS3 is set for a spring '06 launch, which could mean anywhere from March to June. MoSys (the company that provided the GameCube's internal memory and is also providing the Revolution's IT-SRAM) has stated that it expects the machine to launch 'mid-2006.' That suggests that both machines could be hitting Japanese and US shelves as early as May/June 2006, a year from now.

BUT DOES IT HAVE THE IMAGE?

When we talk about image, we're talking about public perception. On the one hand the Revolution has succeeded in giving itself an air of mystery. On the other hand some people will see it as Nintendo opting out of the E3 war because Sony scared it off. Sony played a very aggressive hand and this day

stylish and mature, but by being so secretive it stands to be forgotten in the public's eyes. It's very important for Nintendo to get something in place for the Autumn. Whether that's in the form of a conference, a trade show or a mini tour, it needs to send a very clear message out that Revolution is every bit the contender and not in any way third on the list. Leaving it later than September could spell disaster for its public image.



CUBE THINKS...

We make sense of the madness

WE'LL ADMIT IT: we're angry. E3 2005 was the big showdown. For once in its life we wanted Nintendo to come out fighting, but it didn't even try. Regardless of how good the machine turns out to be and no matter how many revolutionary features it has, Nintendo has dropped the ball on this one. Like we said, we're angry right now. We will calm down though...

(A few hours later) Well, we were angry but now that we've actually thought about it we're quite excited. In reaction to the knowledge that Microsoft would be blasting the Xbox360 open wide Sony prepared something that pissed all over it. Well done Sony: you succeeded in belittling Microsoft and making sure that the PS3 is on everyone's shopping list. However, in doing that you've very much exposed your hand. There are no surprises left between now and next June, and if anything the first in-game movies won't look as good as the demos we saw at E3. Nintendo, on the other hand, has put itself in a unique position.

Once all the anger (from fans desperate to see some games) has dissipated people will look at Revolution and see the facts: a sleek, sexy design. Backwards compatibility with hundreds of GameCube games. A familiar development environment (more on that in a bit). An upgradeable

laser reader. A potentially phenomenal games download system. Free WiFi network play. They'll look at these things and get very excited again.

Even without having any idea of the machine's graphical performance we're excited. Nintendo has plenty of secrets to share over the next 12 months: the controller, the machine specs, the price of the download service, the games in development and of course the graphical capabilities. By not showing us anything the competition has no idea what to expect. Neither Sony or Microsoft cam prepare themselves, thus leaving Nintendo is the best position of all.

Even now we can start speculating about other aspects of the machine though. As we've already said the download service has the potential to draw third-parties in like moths to a candle. No publisher in their right mind would turn down the chance to charge a minimal fee for gamers to download their games of old. Third-parties will have everything to gain. Let's just hope that Nintendo allows everyone else to join the party and not keep it all to itself. One very important attribute of the Revolution is the ease of development. Nintendo has purposely kept the architecture very similar to the GameCube. This means that developers already know how they should be

REVOLUTION



working with the dev kits and in turn means that first generation games will already be using much of the machine's power. We will see better games earlier on in the machine's life. This also means that development costs will be far lower than Xbox360 and PS3 games, which are reportedly going to demand massive teams and development resources. This will almost certainly result in smaller developers working exclusively for Revolution and handhelds, purely because they can't afford to develop for the competition.

Next issue we'll break down the potential the Revolution has in even more detail, but in the time being we're going to track down some developers and see what they think. It's going to be a very, very exciting year.



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NEW



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Action Replay Max™ is preloaded with THOUSANDS of unauthorised cheats and powersaves for the latest and greatest DS™ and GBA_® games, and you can easily update it with new codes.

Even the odds by arming yourself with infinite health, bullets and time. Unlock secret levels, characters and vehicles. Now YOU can become all-powerful Only and beat ANY game!

Order Code: MAX315

Features

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- New cheats and powersaves can be easily added and saved via built-in USB link.

2GB MP3 Jukebox

Colourful hi-resolution graphics

17 inch Widescreen LCD TV

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This MP3 player, USB Hard Disk Drive, and Digital Voice Recorder gives you the functionality of both a dedicated PC-compatible storage device and a high spec, super compact digital music player.

The Ultimate Digital Music Player has 256MB of built-in memory, enough for over 4 hours of MP3 music. Simply transfer your music files across from any USB-compatible PC.



Order Code: MAX401

This handy, lightweight digital music player can hold up to 2 gigabytes of music files, either in MP3 format (approx. 33-34hrs), or WMA format (a whopping 68hrs). This machine also allows you to create MP3 files in the simplest way

possible. There's no need to fiddle about on a PC - simply play any audio source (such as a stereo or walkman) into its earphone socket using the jack lead provided, and you can

record it to MP3 immediately.

Order Code: MAX468





It was one of the greatest games machines of the Eighties, and now you can relive those halcyon days with the Commodore 64 30-Game Stick! Based on one of the popular eight-direction joysticks designed to work with the C64, the Commodore 64 30-Game Stick plugs directly into your TV or video recorder - you don't need a computer to play the 30 games built into the unit.

Some of the greatest games ever to grace the C64 are included, and as the device uses the same operating system as the C64, they play exactly like they did back in the day.

Order Code: MAX464







The best-selling cheat device for Gamecube™ comes packed with over 12,000 powerful codes that put you in control of the action. Whether it is unlocking

Action Replay Max™

hidden layers in Zelda™ or giving you infinite cash in Pokemon_® Action Replay Max™ makes the impossible possible.

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Ideal for experienced skaters looking for a new twist on their favourite pastime, as well as for anyone who liked the idea of skateboards

but was always put off by all the legwork involved. These things are seriously fast. They're like many motorized

not electric skateboards - these are proper petrol powered machines!

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- •12 mph
- · Pull start with electric engine cut out
- · Remote control with accelerator and brake
- Aluminium foot plate
 - 1 litre capacity fuel tank provides range of over 35 miles
 - Max. Capacity = 120kg
- Includes full tool kit for assembly and maintenance





Order Code: MAX661

NEW

Compatible The time has come to get yourself a DVD recorder and, as you'd expect from MAX TV, this no ordinary Only Recorder. The main features that set it apart are its USB Socket and its DivX/MPEG4 compatibility. Both of these unusual features make this DVD Recorder the perfect Order Code: MAX461 choice for you if you have a large library of video files on your PC. It means you no longer have to sit at a desk to watch some of your favourite movies any more. This DVD Player can play them from disc (CD-R or DVD-R depending on file size) or even directly from a USB Flash Drive. And it's not just video, it even recognises MP3 music and Picture CDs! All this is in

Features

- One-Touch Record
- I-Link Digital Video Input
- USB socket input
- Divx/MPEG-4 compatible
- SCART RGB video output
- S-video input

512MB MP3 Music Player Only

Order code: MAX434

- 5 recording modes (60-360 minutes)
- addition to the ability to record up to 6 hours of TV per DVD+R(W) disc.

DivX/MPEG4

 DVD/CD/MP3/Picture CD/DVD+R(W)/DVD-R(W)/ CD-R(W) playback

256MB MP3 Music Player Only



This MP3 player, USB Hard Disk Drive, and Digital Voice Recorder gives you the functionality of both a dedicated PC-compatible

storage device and a high spec, super compact digital music player.

The Ultimate Digital Music Player has 256MB of built-in memory, enough for

over 4 hours of MP3 music. Simply transfer your music files across from any USB-compatible PC.

Paintball Marker Kit

This product MUST be

used with full safety gea

e used in public places

NEW

MAXTV's Paintball Player's Kit gives you max value, providing everything you need to be ready for action in one pack at an unbeatable price. Pack includes a Vexor semi-automatic pneumatic marker, a pre-filled 88g CO2 cylinder and an adapter for powering it up, a hopper that fixes on top and feeds paintballs directly into the marker, a barrel glove to place over the end of your marker between matches, and two paintball tubes for carrying extra ammo. As a bonus extra, one of these tubes will come with 200 paintballs, enough to get you started.

While we recommend using this equipment at professionally supervised paintball centres, these kits can be used in your own paintball matches provided you have your own land to hold them on, and that your land is big enough that there's no chance of stray paintballs hitting anyone else or anyone else's property. It's recommended that you seek expert advice on all safety procedures before holding your own paintball games. It's also to important dress sensibly. Wear thick and/or padded clothing that you don't mind getting covered in paint - this should include gloves and a hood of some sort so that no skin is exposed. Always wear your mask when on the field of play. Even when all safety procedures are followed, you should be prepared for accidents, with first-aid and eye-wash kits at hand and qualified first-aiders present.

Order Code: MAX628



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POKEMON XD GALE OF DARKNESS

And we thought the XD bit was an internet joke

wouldn't believe so here's the entire press release of *Pokémon XD*, enjoy: "Return to Orre for a new role-playing game in an expansive setting with a sinister plot and characters the likes of which have never been met before. With Eevee as their companion, players seek to unravel the mystery of Shadow Lugia. The fate and welfare of Pokémon lies in their ability to Snag and Purify them before it's too late."

And on the page are the only screenshots that exist. So read over that press release again, have a gander at the pictures and then we

can all start hypothesising about the next GameCube *Pokémon* game.

Ready? Good. So no mention of the fabled long grass for traditional *Pokémon* catching then, hmm. And clearly you have to snag and purify the Shadow Pokémon again. But there will be an "expansive" setting, so that might mean it's quite big. However the "sinister" plot sounds a bit dubious, but "characters the likes have never seen before" seems promising, remember Mirror B? We'd never seen a camp man in a yellow suit with a rainbow afro before *Colosseum* (apart from that guy in *The Sims* artwork).

So there are wacky, possibly sinister, characters to throw your Shadow Pokémon at. And you do start with an Eevee so that means you can make it evolve with various elemental stones, on that shot with Snorlax (awesome!) you can just make out Vaporeon sitting on its tail. What's Snorlax doing? Kinda looks like Hyper Beam.

And it's going to be out in October this year, we're really scraping the press release for info now... Genius Sonority is making it! But you knew that, ah... remember how *Colosseum* was good for levelling up your Pokémon and catch... sorry, snagging some of the more special ones? Well that might happen here too. And you'll be able to link it with other *Pokémon*





games, though maybe not *Dash*, which could mean that Munchlax isn't in it, but it might not. See ya, this has to go!







More Pokémon snagging!

More Pokémon snagging!Still no normal catching.

■ "More of the same" there's a cliché for you, and it describes life as well, well your life when you're playing *Pokémon*, it can get repetitive and the battles take a long time. Still, who's not going to be playing this? Oh, you and you and...



THE COMPANY LINE

"BUILT USING TOP

TECHNOLOGY THAT

PUSHES SYSTEMS

TO THEIR LIMITS..."

So completely the opposite of

Ghost Recon 2 then?

UBISOFT PRESS RELEASE

LUSE BACHATCH







Can Ubisoft better its last attempt? It won't be difficult...

AND SO BEGINS a situation that will no doubt plague us for the rest of the year. There are currently many titles that are slated simultaneously for Xbox, PS2, GameCube and Xbox360. Just recently we've discovered that this is leading to developers going mad for the 360 versions and then wondering afterwards how exactly they're going to recreate their games on the lower spec platforms. Ghost Recon 3 is a good example.

You can see from these screens that this game is not running on the GameCube. We wouldn't normally run a preview with non-GameCube screens, but this being E3 and all, we figured you wouldn't mind. Plus it's the only way we have of illustrating the game at this point in time. These screens are from the Xbox360 version of the game. Set in 2013, Ghost Recon 3 features the US Army's newest invention: the Integrated Warfighter System. These soldiers combine advanced arms knowledge, satellite comms devices and enhanced survivability into one fighting package. A small team of these ghosts can take out an entire uprising... in theory. Of course in practice, it's all down to you and your gaming skills.

The game is set in various locations within Mexico City, and the big draw in terms of graphics are the many window-in-window displays that make up the options menus. Naturally the graphics in these screens are beyond what we can expect for the GameCube, although they aren't that far ahead of something like Resident Evil 4. Certainly the locales and character detail could be recreated to some degree. However, we already know how Ubisoft will handle it: the GameCube version will be last on the list of priorities and will no doubt be a port of the significantly inferior PS2 title.

The 360 version of the game looks fantastic, but then so did the Xbox version of Ghost Recon 2, and we all know how our version of that game turned out. Don't jip us again, Ubisoft.





game will be a fantastic Xbox/Xbox360

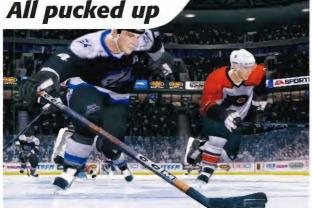
Until we've seen advanced code we can

title, the GameCube ports of Ghost

only go by what we know.

Recon titles are traditionally rubbish.







This might be the only way the NHL will have a 2006 season...

THE COMPANY LINE "NHL 06 PLAYERS **CAN SCORE LIKE A SUPERSTAR**" EA PRESS RELEASE CLISE BROKHTCHA Roasting! Wahey!

THE NATIONAL HOCKEY League is an absolute mess. With the NHL wanting to impose a salary cap on all teams to "preserve economic viability" and the NHL Player's Union disagreeing, the 2004-2005 season was a lockout. In layman's terms, the entire season was cancelled with next season looking like it could be culled too. NHL.com has been regurgitating stories for the past year, free agents with no contracts have scampered to the lower pay European leagues and young draftees have had their futures thrown in doubt. It's a wonderful life for the NHL fan.

But hey, there's always NHL 06! As there hasn't been 'latest season' to provide new stats, that means - oh Jesus, oh Christ, oh God - EA is relying on gameplay and gameplay alone to pull in the punters. This is like a smut film hinging on its storyline or Girls Aloud counting on voices alone for people to turn up to their shows entirely possible in theory, but unlikely. For the sake of completion, here is the List Of New. Players can now try various different shots using the EA Sports Skill Stick or ESSS for short (our abbreviation, not theirs). Spinoramas, toe drags, bat-ins and between-thelegs shots are also included. NHL 06 will basically inch its own brand of digital ice hockey closer to the game you actually don't remember anymore because no NHL teams have played it

bothered to change it, so it's the same as last year." Stroppy Tampa Bay Lightning centre Vincent Lecavalier will be on the cover. "I am very excited about being a member of the EA SPORTS team!" he shouts, perhaps realising that's the only team he'll be a part of this year. So there you go. This is basically the only way anyone's going to

be watching the NHL in action anytime soon, so it had better be good. Or just another frantic ice hockey CLIEF button mash.





At least there will be hockey this year... But without last season's stats?

■ The current NHL situation is bad for EA. Ice hockey was haemorrhaging fans anyway and this hardly helps. EA will be applauded by fans for putting out a new game anyway, but the lockout could mean it's more complacent than usual.

Hey, how's it going?
Have a good year off?



THE COMPANY LINE

"THE MOST

AUTHENTIC SIMS

EXPERIENCE EVER

ON A CONSOLE"

The most exciting line in the most boring press release of all time.

CLIBE BRICHATIONA

EA PRESS RELEASE





THE SIMS 2

The Sims 2 street for you? This isn't The Urbz, thankfully

IF YOU'RE READING this preview but you don't know who The Sims are, then you're probably cleaning your son's room. Damn nosy mothers (to ensure mother/son relationship stays intact, don't clean under the stereo, it's the modern day 'under the mattress' trick). So here's a crash course lesson for the uninitiated. The Sims are are people whose lives you control. You help them get jobs, to earn money, make friends and live a fulfilling virtual life. Essentially, it's a videogame that enables you to tell virtual characters to play videogames. Modern technology eh? Crazv.

The Sims 2 on GC should be identical to the PC version that came out last year, which in itself was The Sims with loads of new options. The only discernable difference when the sequel hits consoles will be that you'll directly control your Sims rather than having to wield a cumbersome click-mouse thing to get them to do want you want. The handheld versions are coming with a plot attached but GameCube thankfully remains free of any amateurish attempts at storytelling shackling the open-ended gameplay. We've played The Urbz. We know what happens when storylines get involved.

As for improvements over the original *Sims*, the compulsory 'new and improved gameplay!' for the sequel means you'll be able to influence the personality of your Sims, watch them collect memories, make enemies for life, see them try to fulfil their dreams. You can create a carbon copy of yourself, whether it's a depressed couch-potato or a city slicker drinking gallons of Evian





and flirting with the girls in finance. Sure, cynics can argue it's a re-run of *The Sims* in prettier clothes but you'd be hard pushed to find someone who didn't like *The Sims* and with personality playing a much bigger part now, it should be even better.





t's The Sims 2. Everybody loves The Sims!

 Control seems a bit clunky at the moment.

■ The Sims 2 will be awesome. How awesome it will be depends on whether it receives the usual dumbed-down-for-consoles treatment and if the controls work properly.







CALL OF DUTY 2

Witness! The power of men bonding in times of conflict!

WE COULD FILL this entire page with reasons why merely thinking back to Call Of Duty causes us to stifle a yawn but a paragraph should suffice. The artificial intelligence of the soldiers was beyond retarded. The heavily scripted events sucked the atmosphere out rather than adding to it. The idealistic approach to war screamed Disney with soldiers falling asleep when you shot them so you didn't have to worry about dirtying your hands with their blood. In short, it quickly revealed itself to be a mediocre FPS hiding

behind a thin war veil. In shorter, it sucked. Big ones.

This isn't a preview wasted on giving Call Of Duty a kicking (well, it partly it is) but exists to point out that the sequel recognises the faults of its predecessor. Well, one of them anyway. Call Of Duty 2 is about camaraderie, so the soldiers alongside you get angry, scared, fearful or brave depending on the situations they're in. Sadly, you can't order them about. The reason for this is in the confused chaos of gunfire and explosions. soldiers aren't the disciplined men whipped into lapdogs of war that they should be. This is all well and good but all Treyarch had to say was "we've improved the artificial intelligence a bit!" without having to try to make it sound more impressive than it actually is. In future Treyach, just tell us straight. We don't bite.

Otherwise it looks like business as usual with this World War II segment taking in North African missions against Rommel, Sicilian beach landings and an encounter with the Vichy (Google it if you're not sure,





we're running out of space). The soundtrack should be excellent, the graphics polished up and the setpieces more dramatic and hopefully *Call Of Duty 2* will get the big dollop of atmosphere required to hold these elements together.





CUBE EXPECTATIONS

EASTOORA MILES MILES

- See scared soldiers! Revel in their horror and fear!
- Then get annoyed at the linearity all over again.
- There's nothing here to suggest this will be anything but another inferior *Medal Of Honor* wannabe. The first console *Call Of Duty* fell flat on its over-hyped ass. Keep your haemorrhoid cushion handy.







VIEWTIFUL JOE: VFX BATTLE



His name is Joe, but he ain't no schmo!

"WHO WILL STAR IN CAPTAIN BLUE'S NEXT MOVIE..."

CAPCOM PRESS RELEASE

CLUBE BRICHHICHE

Oooh, me, me! *jumps up and down*

CAPCOM HAS BEEN keeping unusually quiet about *Viewtiful Joe: VFX Battle*. In journalism school, you're taught to make the opening sentence dramatic to draw in readers and the words 'unusually quiet' don't make for gripping reading. Well, unless you have acousticophobia, which is a fear of noise (thanks phobialist.com!). However, it is true and so after much digging around, research and using contacts, this is what we discovered.

The GameCube version will be complimented by a DS Viewtiful Joe but

they'll both be different games. The DS Viewtiful Joe will have slightly scruffy graphics, some awkward and forced touch screen 'innovation' and carry on the series in the slow-mo, side-scrolling vein that previous Viewtiful games have done. The GameCube version will take the series down a different path altogether, opting for SSBM style combat with multiple characters on screen at once. It's been rumoured that there could well be a four-player mode kicking around. Two-player is all but confirmed, as early screenshots only show two health bars on the screen, and that alone is enough reason to work yourself into a frenzy over this Viewtiful Joe spin-off.

There's a concern that there aren't enough characters to support a *SSBM* style game. Actually, there's no real concern but we're trying to pre-empt you here. "Aha!" we say. "This is based on the



anime series currently airing in Japan!"
And so fears are put to rest as Captain
Blue Jr and Sprocket are among the
new faces. Captain Blue Jr is Captain
Blue's son, obviously, while Sprocket is a
female labour shark working for the
syndicate Joe has to defeat. Sylvia, Joe's
girlfriend, and his rival Alastor will also
be present. Keep your eyes on this
space for more information! But not
literally. We mean a similar
space in a future issue.





PPPP









SSX ON TOUR

She'll totally be coming down the mountain when she comes, dude!

THERE AIN'T NO party like an *SSX* party, and you're cordially invited to this year's shindig courtesy of EA's Big boys. It's been two years since *SSX 3* shredded up the pistes with the most gravity-defying, over-blown and maxed-out boarding action ever conceived, so how do you top that? Easy – you pump it with even more steroids and step the hell back. Yeah, that's the cop out answer since we don't have much in the way of hard, cold facts to lay on you at the moment.

First, what we do know: this time you'll be able to hit the slopes on skis

as well as snowboards but don't for a second imagine that makes it in any way less extreme, baby. Just think of *Jonny Moseley Mad Trix*. Eww, actually don't do that. Don't ever do that.

It also seems that you'll be able to create your character from scratch rather than having to choose from the existing band of reprobates, although you'll no doubt get to play with your old friends if you so choose. Mmm, we want to play with Elise again. Ahem. Bearing in mind the depth of character development available in *Tiger Woods 2005* for example, the possibilities a re limitless for creating your dream rider and you'll then be able to pit your skills against the veteran *SSX*ers you know so well from previous instalments.

Presumably given the On Tour label you'll be off around the world, which hopefully means multiple mountains to trash. The open environment of SSX 3 worked brilliantly and it would be a crying shame to lose that aspect.

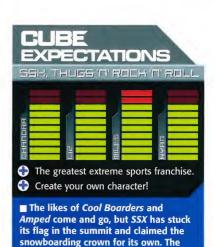
A further two years digging around inside the current generation hardware has enabled the boffins at EA's Vancouver development studio to crank the visuals up several notches, which once again begs the question of why the next generation of consoles are being foisted upon us so soon and just how much better they can



possibly look given the quality that's being squeezed from the current platforms. Anyway, here's the rub. SSX 3 scored a resounding 9.3 back in Issue 25 and it still rocks as hard as it did in 2003. Hit me SSX, one more time!







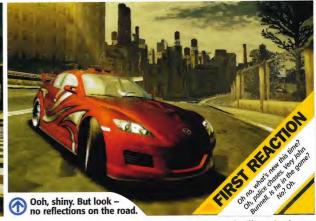
last game was outstanding and there's

no reason to suppose On Tour won't be.

NEED FOR SPEED: MOST WANTED PUBLISHER: EA DEVELOPER: EA ORIGIN: CANADA GENRE: RACING PLAYERS: 1-2 PERCENTRIGE COMPLETE OD 225 SO 75 1.00 A BIT OF PREVIOUS NEED FOR SPEED: UNDERGROUND 2 GAMECUBE MOH: UNDERGROUND 2 GAMECUBE THE URBZ GAMECUBE CANADA RED FOR SPEED: UNDERGROUND 2 GAMECUBE THE URBZ GAMECUBE THE URBZ GAMECUBE

NEED FOR SPEED: MOST WANTED





"STREET RACING DOESN'T GET ANY BETTER THAN THIS" EA PRESS RELEASE CUESE BACHATICHA OMG!!!! CUBE'S FIRST 10 OUT OF 10 GAME!!!!!!

Is it really the most wanted?

CHASING IS MAN'S most primal instinct. Whether it's playground games of tag or bush-twitching in the rain waiting for Sarah out from Girls Aloud to do her weekly shopping at Spar, the art of chasing is about man at his most feral. So *Need For Speed: Most Wanted* ditches the laborious photo shoots and drag racing that clogged up *Underground 2* for the thrill of the chase.

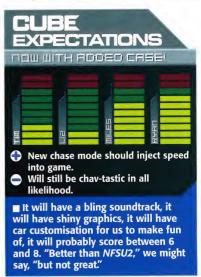
This is the best move EA could have made after *Underground 2* ground to a halt with its tedious objectives and

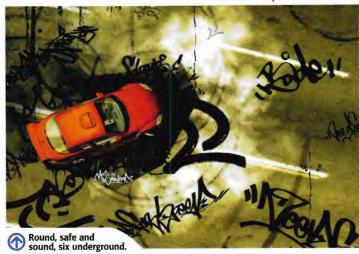
freeform gameplay suffocating any sensation of speed. The open world will remain but should make more sense as a Rap Sheet and Black List means you'll have police (or cops, this is America remember) chasing you, so you can improvise your own getaway route. Apparently, chase experts have been brought in to ensure the cops use real tactics to make sure your joy-ride quickly comes to an end, although what exactly constitutes a "chase expert" we're not sure. Probably just someone who's watched re-runs of World's Scariest Police Chases.

It could immitate classic driving films like *Bullitt* and *The Driver* but remember how slow *Need For Speed: Underground 2* was? Until evidence of eye-peeling speed surfaces, keep such thoughts to yourselves.



In any case, Most Wanted will retain that Burberry-tinged element of car-modding to keep any comparisons to such films at an ASBO restraining order distance. You can put your own vinyls and extravagant colour schemes over any muscle car or sports car you want. Ultimately, it will be the chasing that determines this title's worth and while it might not be as sexy as watching Sarah squeeze an orange in the fruit aisle, it makes Need For Speed: Most Wanted a more exciting prospect than Underground 2 ever was.











SUPER MARIO STRIKERS Nintendo still hasn't run out of sports!

WE COULD GO for the generic introduction here that other mags will no doubt employ – Mario Golf was awesome blah blah blah Mario Power Tennis was awesome blah blah blah blah Mario Baseball is zzzz. BORING. We're not interested in that tedious blathering. Getting straight to the point, Super Mario Strikers looks to be a tricked-up five-a-side take on the world's most popular sport. FIFA Street with Mario up front? Possibly.

What we know is this. As in *Mario Power Tennis*, you can use power-ups to swing the advantage in your favour. So you can freeze players on the other

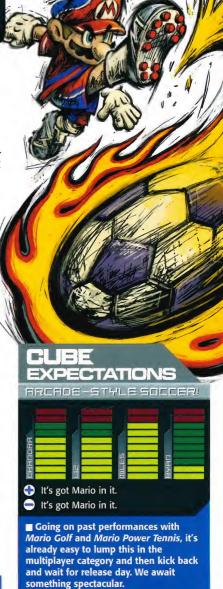
team using an ice shell or chase the entire team away using a Chain Chomp. As for the teams, there's probably going to be a Mario team and Mario is obviously going to be the lone striker, shouting "Here we go!" at kick-off and "Yes, I'm a winner!" whenever his team triumphs. Which is an improvement on Man United's horse-in-a-man-costume lone striker Ruud Van Nistelrooy but we sincerely hope there are more soundbites to go around the Nintendo characters this time. Even now, the sound of "Waaaaluigi" after listening to it in Mario Power Tennis' ad nauseam is enough to make a sane person punch his mum in the face.

If the press release is anything to go by, it's certainly not going to be a simulation thanks to it referring to 'soccer', 'corner kicks' and really ramping up enthusiasm with phrases such as "get ready for the world cup of gaming." WORLD CUP IS CAPITALISED FOOLS. It'll most likely be geared towards multiplayer gaming, where you can invite all your Mario loving friends around for a big session of Super Mario Strikers. As Miles says, "Football? Awesome! Mario? Awesome! Football plus Mario? Double awesome!" Is he right? No, because we all know that only Winnie The Pooh is doubly awesome. Miles, you should know better...



THE COMPANY LINE







THE COMPANY LINE

"PLAYERS WILL

TRULY LIVE THE

MOVIE

EXPERIENCE"

UBISOFT PRESS RELEASE

BLIBE BROHRTOHR

For once, we have nothing

sarcastic to say.







Ubisoft in 'great movie tie-in' shocker!

EVERY NOW AND then a really special game comes along. You don't have to see screenshots to know how good it will be. Just the name of the person guiding the development team and a rough idea of what it will encompass should be enough to get you very excited. King Kong is one such game.

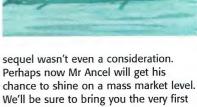
Headed up by Michel Ancel (the mastermind who dreamed up Rayman and brought us the quite magical Beyond Good & Evil), the game will be based on the forthcoming Peter Jackson movie and will feature a collaborative effort quite unlike any film tie-in that has gone before it.

The story goes that Peter Jackson played through Beyond Good & Evil some time ago, and was so impressed with Ancel's work that when the business of creating the game came about Ancel was the first person Jackson called. With any other game we would simply dismiss this as PR spin, but under the circumstances it's entirely believable.

The film looks to be re-telling the classic story whereby a group of explorers/scientists and a hot blond go to an island and capture the giant ape, King Kong, before bringing him back to civilisation. The only shots that are available right now show the explorers wading through the swamp, but already it has a good feel to it. We're just waiting for other giant animals or dinosaurs to leap out of the murky depths causing chaos and panic.

This is one game that we're all really excited about. It was extremely gutting to watch Beyond Good & Evil perform so badly at retail, so much so that a





Perhaps now Mr Ancel will get his chance to shine on a mass market level. We'll be sure to bring you the very first hands-on feature, exclusively, towards the end of the summer. Hope the film's as good!





BG&E engine. It's going to be awesome.







X-MEN LEGENDS II: RISE OF APOCALYPSE

X-Men! Level up!

X-MEN LEGENDS GOT good scores across the board including a big fat 8.0 from us. Unfortunately this 8.0 was based on playing half the game. Due to time constraints we didn't get to finish it. If we had that score would've been marked down a bit. Why? Because it got dull, the graphics were boring, all the characters tended to fall into three groups – long range, short range and status effects – you could see what was coming next on the levelling up screen, the Al was rubbish at fighting and all the big

special attacks were just smart bombs. There just wasn't that much diversity within the game, even with all the different powers of the X-Men, which only became apparent after the review was written and after the game was completed at a later date. And we only unlocked some extra costumes! How about some more levels or characters?

X-Men Legends II is set to rectify that! Aren't we enthusiastic? Yes, but it's a lie. That's the power of the exclamation mark.

It's funny though - through all the different X-Men games the same (early) plotlines are used over and over. This one however "is set to rectify that!" and concerns the immortal Apocalypse and his Four Horsemen (the Age Of Apocalypse storyline that was in the comics in the mid Nineties, though there's bound to be quite the bit of artistic licence going on). Which means you get to control Magneto and his Brotherhood (of evil mutants) as well as the X-Men in a two-headed purple monster from Sesame Street co-operation kinda way. This is good, there's one mission (just one) in the original where you teamed up against some Sentinels and it was good fun. Except that's not the case here. In Legends II you still only take four mutants into the field to defeat the 100 or so different enemies using a



greater variety of powers than before. And travel all over the world – snow levels! The conclusion to this Preview is in the Expectations box. Read it there first!

THE COMPANY LINE "DELIVERING SIGNIFICANT ENHANCEMENTS OVER THE FIRST TITLE" ACTIVISION PRESS RELEASE GUBIE BRITHHTOHR Better had, Right!



CUBE EXPECTATIONS

TEH-MEN FIRD WOMEN

"X-men Legends II is set to rectify that!"It may very well not.

■ The original was a bit of let down after the promising beginning. If Activision can keep your interest going past the half-way mark then Legends II could be the definitive X-Men game. (Hmm, that's sounds rather familiar.)

>>>> >>>>









PAC-MAN WORLD 3

Ever wondered how Pac People procreate?

who is buying these games!? How can it be possible that the series is selling so well that a third game can possibly be justified!? It just doesn't make sense... we're talking about an average platformer based on a gaming icon here. People must go into a shop and think "oooh, it's Pac-Man, I've heard of him... I'll buy that for £40." Stopitrightnowyoumuthers!

You've probably gathered by now that Namco is indeed developing yet another game in the *Pac-Man World* series, but this time there's a difference. This time he's so powered up it's unbelievable. Unlike other super heroes who save the world and then sit back, Pac-Man has spent his time working out at the gym and jogging along the beach just in case

he needs to save the world again. And guess what? He is going to have to save the world again, so it's lucky he didn't just sit about chatting up ladies.

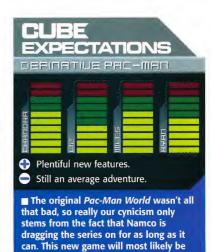
Thanks to his dedication to the job he now has a bunch of new abilities such as the Power Ribbon, Time Decelerator (*collective sigh*), Electro-Charge, Chrome Power and Super Butt Bounce. Hmmm... it all sounds very Super Mario 64-but-notas-good. Anyway, other new features include the ability to control the ghosts Pinky and Clyde, Why? Erm, because they want to save the world as well... maybe? Hey, it's probably what we would do if we were making the third game in a series of such staggering averageness. Lest we forget, it does include the original Pac-Man arcade game.

Seriously though, if you haven't experienced the other two games this could be worth a look. Despite our cynicism (curse our cynicism) they weren't all that bad and there are some mildly interesting sounding new features in the new game. You have been told.









the best of the (very average) lot.







MADDEN NFL 2006

THE COMPANY LINE
"MAKE PERFECT
THROWS WITHING
ISICI YOUR

QUARTERBACK'S FIELD OF VISION"

EA WEBSITE PRESS RELEASE

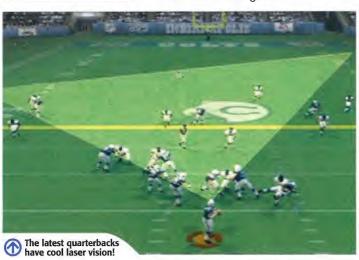
CUBE BROAFTCHE

Dictionary? This is EA. EA? This is dictionary. Look up within. Now.

Turnover on downs!

IF A SPORTS sequel wants to stand

out as bright and bold, having fat fans is not the way. Yet that's exactly what Madden NFL 2005 did when it bounced onto the sports scene proclaiming greatness. "What's different about you this year?" we asked in eager anticipation. "Erm... them!" said Madden NFL 2005, pointing to the new create-a-fat-fan mode before wobbling off to eat more burgers.



Madden NFL 2006 shouldn't suffer from such problems because it actually has some gameplay innovations. The most prominent is Quarterback Vision Control which places a field of vision on the field to show where your quarterback is looking. Throw the ball to a receiver in your field of vision and he's more likely to grab it. The biggest benefit will be you can now use proper fake-out techniques on the field. With the cone of vision looking one way and all the defenders scrambling to cover that receiver, you can now throw to another, but he'll probably drop the pass. D' and indeed oh.

The biggest disadvantage we can think of is instead of just hitting the corresponding button to throw the ball to your receiver, you now have to set the vision cone first. It could prove just as cumbersome as it is "groundbreaking" or "innovative" but there's a back-up plan in the form of Quarterback Precision Placement. This allows you to throw the ball directly wherever you want to on the field. If you want to throw it behind the receiver so he has to come back and get it, you can. Alternatively, you can throw the ball far ahead of him and watch him take flight as he runs to catch up with it.





Basically, EA is turning Madden NFL into an extremely convoluted game of fetch. Even before EA signed up the NFL license exclusively Madden had long since left the competition for dead. How much all this excites you depends on how anal you are about it.

CUBE EXPECTATIONS

MORE THINGS CHANGE...



- New quarterback features could be revolutionary.
- But you know what? They probably won't be.
- It's looking like Madden NFL 2005 plus one (or Madden NFL 2004 plus two, depending on how cynical you are). The new quarterback features sound gimmicky and included for the sake of having something new.







ARRY POTTER A HE GOBLET OF

Against the odds, the Pottermeister continues to be 'much loved'

THE COMPANY LINE "PLAYERS CAN **ALSO TEAM UP** WITH FRIENDS IN **CO-OPERATIVE** PLAY" EA PRESS RELEASE CLIBE BRICHATCHA That's going to be one hell of a lad's night in.

THE THOUGHT OF Harry Potter might not make you oily with pleasure but look at the screenshots dotted around this page. Go on. Look. Look at them! Look at the graphics and tell us you didn't at the very least squint to try and spot signs that they're fakes. Well they're real shots, they look awesome and they're bound to drum up some interest in a series that's moved us to use the phrases "way too simple" (CUBE 14), "pretty duff" (CUBE 27) and "no challenge" (CUBE 34). The Goblet Of Fire game will closely

follow events from the film. For those who don't know what muggles are (we sincerely hope it's the majority of you), the Goblet Of Fire sees Harry taking part in the Triwizard Tournament. We've been reliably informed that this tournament is "dangerous" and so includes the icy Black Lake, a twisty maze and a fire-breathing dragon. That lot might sound two-thirds boring and only one-third dangerous but hey, this is Harry Potter after all, which is about as menacing as a plate of cold chips.

Other movie moments that will find their way into the game include Quidditch World Cup and a showdown with Lord Voldemort. There's also co-operative play and with the trio of lead characters all playable, expect plenty of Ron and Hermione teams. No-one should ever even want to use Harry. Unless they want to make him die over and over again, or run his stupid

face into the nearest magical tree or something. Then picking him will still be frowned upon but accepted. Finally, there's a new spell-casting system included and although there's no word on how it will work (apart from the obvious adjective "magic" on the press release), the CUBE-O-Meter Of Predicting Things says co-operative spells will play a major part. As for how the final game will turn out? Even the great CUBE-O-Meter Of Predicting Things isn't that great.

CUBE EXPECTATIONS WHET FROUT GAMERLAY? Even at this early stage, the graphics

- look truly awesome. It's still about that geek monkey Harry
- EA is remaining coy about this one but the graphics suggest that Harry's latest adventure has seen more man-hours than usual. We're interested to see how this one turns out.





SHREK **SUPERSLAM**

Finally we can chuck Donkey at a wall...

ACTION FOR UP TO FOUR PLAYERS"

ACTIVISION PRESS RELEASE

But it will end eventually, or how

will you know who won?



"Hit him!" That's essential fighting advice.

CLIBE ⊕INFORMATION

SHREK SUPERSLAM

PUBLISHER: ACTIVISION

DEVELOPER: SHABA GAMES

US

GENRE: BEAT-'EM-UP

PLAYERS: 1-4

PERCENTAGE COMPLETE







A BIT OF PREVIOUS

SPIDER-MAN 2 SHREK 2



CAST YOUR MINDS back to the original Shrek game published by TDK Mediactive. Aaarrgghh! Okay, fair point, let's forget about that shall we? Fast forward a little to Shrek 2, this time published by Activision. A much more pleasant title that, while not without its flaws, delivered a fun little game that remained true to the style and humour

of the films. Shrek SuperSlam is a spinoff from that game that concentrates on fighting each other rather than CPU enemies. It makes sense. All we did in Shrek 2 was kick Donkey in the ass so why not turn it into a Smash Bros/Powerstone style game?

SuperSlam will offer exactly what you'd expect from this sort of game. There's a whole host of characters from the film (20 to be exact) including Shrek himself (duh), Puss-In-Boots, Princess Fiona, Prince Charming and Cap'n Hook. Arenas are all fully interactive and destructible, so within reason you can pick up pretty much anything and lob it at your opponents. As well as weapons, potions and magical items will also be available to

make things a bit more interesting. You can also break through walls into other areas Dead Or Alive/Killer Instinct style, and some arenas are booby trapped with environmental hazards. The game basically brings together the successful elements from a bunch of

fighting games and

combines them with the Shrek licence, the result of which is something that will no doubt appeal to the same people who enjoyed Shrek 2. No alarms, no surprises... just a bit of fun that will no doubt bring a smile to everyone's faces for a few hours. Heck, if we can get Miles to play as Donkey while we lob tables at his head we'll all be loving it.



SLIPER SHREH BRUS

Faithful to the licence.

Aimed at a younger audience.

■ Don't expect this one to push the envelope. It's obviously using the same engine as Shrek 2 which is solid enough and if you like your free for all beat-'em-ups, most notably Powerstone and SSBM, it could be a fun.







Anger Mismanagement





You never realised how destructive the green-eyed monster can actually be!

THE HULK TORE up the GameCube good and proper in 2003, and by 'tore up' we mean 'was in an instantly forgettable button-bashing tie-in to a movie that no-one really cared about'.

Enough has already been written about Ultimate Destruction so you're doubtless aware it's not based on any liberty-taking CGI Hollywood-isation of the big, green wreckin' machine, but an original story penned by heavyweight comic book author Paul Jenkins. So far

so yeah yeah, tell us something we don't know. Well here's your starter for ten - it's looking pretty neat. Ignore the screenshots for a moment and imagine the sprawling, free-roaming playground of Spider-Man 2. The green angry isn't confined to the city streets though and we had a go at a bit of a desert level as well. It's too early to tell how persistent and open the world is actually going to be, but it appears to follow in the GTA/Spider-Man 2 tradition of letting you

you get bored and decide to trigger a mission. You might recall the word 'weaponization'. It was featured a few issues ago in an interview with developer Radical's project designer Eric Holmes. You might not recognise it immediately because in the aforementioned article it was printed in CAPITALS. This was designed to elicit EXTREME EXCITEMENT and to indicate that as features go, this one could very easily share a bed with adjectives like AWESOME and SPIFFING. Eric Holmes is American, and therefore given to great enthusiasm. We merely stroked our stiff upper lips, put the kettle on and awaited the chance to play it with the reserved dignity of the British.

run amok to your heart's content, or until

Now we have, and... dude, you can totally use cars as knuckle dusters! Check it out, we just body slammed that rooftop sniper 30 stories onto a tank which we then chucked at an incoming gunship to send it spiralling into a nearby gas station that like, blew up and stuff. That rocks! Who'd have thought it?



THE INCREDIBLE HULK: **ULTIMATE DESTRUCTION**



■ With moves to buy and a bunch of mini-games as well, this promises more depth than the usual comic-based trasha-thons which could be an irresistible combination for Hulk fans and people who just like breaking stuff alike.







The second game from the resurrected series.

TOTALGAMES.NET RATING: 90



PRINCE OF PERS

He's behind you... ooops, too late, you're dead!

IT'S NOT VERY often that we get so excited about a third-party annual update. Usually third parties stick to the tried and tested formula and try to improve on it. You know roughly what you're getting and you're not expecting to be shocked in any way. Think any EA

sports title, Medal Of Honor, Need For Speed, blah, blah, blah. Until a few weeks ago we didn't expect Prince Of Persia 3 to go against that philosophy. Then we actually saw it in action...

Regular readers will already know from last month's news story that the next instalment in the Prince Of Persia saga will feature two very different playable characters. With the Sands Of Time restored the prince returns to the kingdom of Babylon only to find his hometown ravaged by war. It seems that altering the timeline has given rise

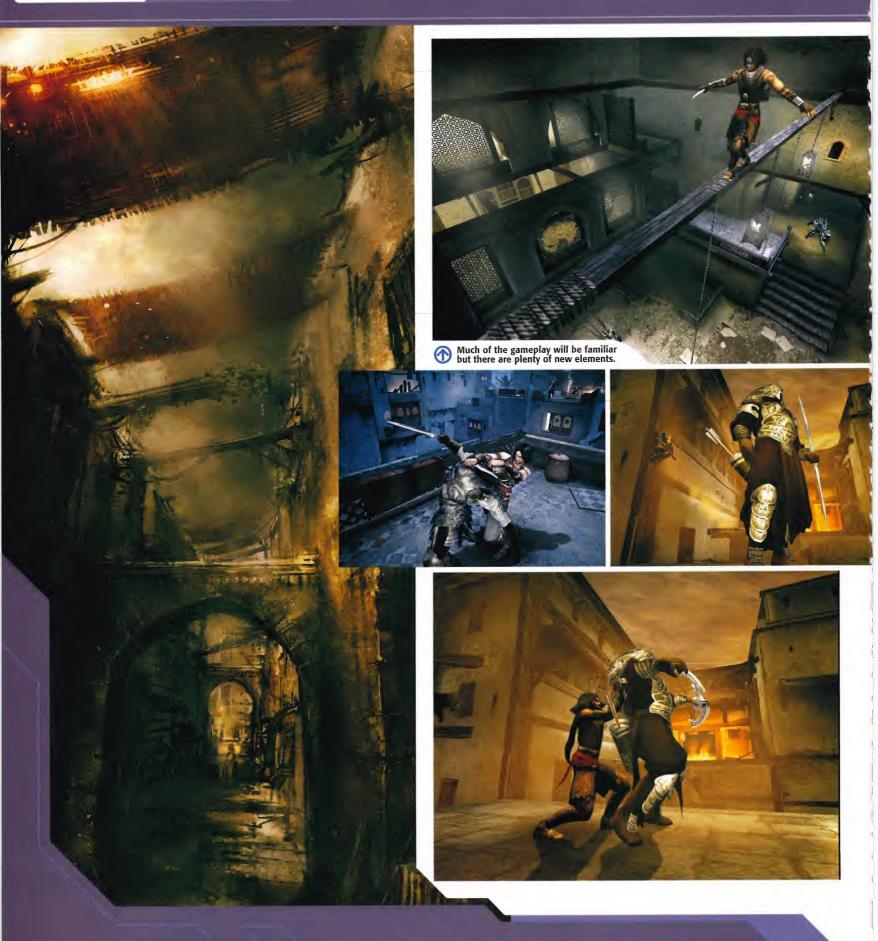
"A CROSS BETWEEN AN ING WARRIOR FROM METROID PRIME 2 AND A XENOMORPH"





CUEE IN DEPTH PRINCE OF PERSIA 3

********* *****



"RUN YOUR BLADE THROUGH THEM BEFORE THEY EVEN KNOW YOU'RE THERE"









Silly guard.
If you didn't
have that
stupid
helmet on
you'd be
able to hear
him coming.

Even in the sketches he's been blacked out. For crying out loud Ubisoft, sort it out!

gradually becomes CONTINUED possessed during the game there may be periods when the Dark Prince is in complete control (rather like the occasions in Resident Evil 4 when Leon loses control). At these times you'll be able to play as the Dark Prince and have access to his special abilities. It could also be that you will indeed get to play out the two characters' stories, following the story from both sides as they attempt to track each other down. The relationship could work in a similar way to Metroid Prime 2, albeit with Dark Samus being a playable character.

Whatever the case we're really looking forward to playing as the Dark Prince. In the two screens Ubisoft has given us the Dark Prince has been blacked out so you can't see him. Apparently this is to keep an air of mystery about him. We're not

too sure if anyone cares enough about him to be filled with a sense of mystery though... more an air of annoyance at Ubisoft's tight-fistedness. Would it really have been so world-shatteringly damaging to show everyone his face? No. of course not, Thankfully we've seen him in action though, and there's definitely a draw towards playing as the dark side. Imagine if you were able to play as an Ing Warrior from Metroid Prime 2... a cross between that and a Xenomorph... that's kind of how we'd imagine that to be. Skulking in the shadows, before effortlessly lowering yourself from the ceiling and lashing out with the Daggertail (a razor sharp chain whip). This is one of the Dark Prince's specialities in fact: he can hang from ledges and platforms with his feet, freeing up his hands to deliver the choke hold.

PICTURE PERFECT

Looks great in theory

Even though screenshots are pretty thin on the ground right now (it takes a long time to grab screens apparently – that's news to us) Ubisoft has managed to get us a load of concept art that shows off the rich environments and fantastic vision of the designers. If the there's anywhere near this level of detail and exotic atmosphere in the final game then we really are in for a treat.

We have yet to find out where the Prince's quest will take him, but at the moment it looks like there are many different styles of environment within Babylon's walls: the wharf, the streets, the groves and the back alleys.





The prince arrives home to find Babylon in flames thanks to the nasty Dark Prince.



As well as an array of new
Free-Form Fighting moves both
characters also have several
'full-speed, one-shot kills' moves,
which come as part of a brand new
stealth art. Players are encouraged to
think about every attack and in many
cases you'll be able to use your
momentum from a wall-run or a pole
swing to dart past an enemy and run
your blade through them before they
even know you're there.

At this early stage we know very little about the game's secrets, but we do know that Ubisoft is dedicated to making the most out of this generation's last POP game. It's going to be something special, and over the next few months we'll be able to reveal all about the Dark Prince and the GameCube exclusive features, oh yes.



It would've been so easy for Yannis Mallat and team to simply continue the storyline, upgrade the graphics and add a few new moves. Instead we now have a completely new gameplay dynamic. We don't know much about how the Dark Prince will work in tandem with the regular prince but the previous *Prince Of Persia* games have been great and set the standard. Preview code is expected towards the end of the summer, so check back with us then for more in-depth impressions.

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EVIEWS

CONTENTS FIRE EMBLEM: TRAIL OF THE **BLUE FLAME**

Strategy RPG fans the world over can rejoice! Well, the Japanese speaking ones can anyway. Nintendo's brand new RPG takes the handheld classic and drags it kicking and screaming into full 3D. We don't understand a word of it, but we still like it.

DONKEY KONGA 2

Yes, we know we reviewed the Import months ago, and we know we've already reviewed Donkey Konga 3, but this is the European release and it has a completely new song-list, ya hear?

ANIMANIACS

The Animaniacs are great, right? Right. So the game should be great, right? Well, kind of. Anyone remember Tiny Toons: Buster Busts Loose on the SNES? Well, it's not as good as that.







WOULD YOU LOOK at that line-up! That is quite special. I bet you never thought you'd

be treated to three whole games in one month. Well believe us it could be worse. In the month of April the US saw a grand total of zero GameCube releases! So you see, somebody else always has it worse.

Let's face it though: the months of May and June are all about E3. It's quite convenient that we've only got a few reviews this month otherwise we wouldn't have enough room for all the hot new games.

For all the PAL gamers out there, you have the second in the Donkey Konga series to mess around with. For the younger market there's Animaniacs. You can probably guess how this plays already. Jump, jump, ha ha jump again! Oh, and collect stuff of course.

Our main review sees Nintendo delving into its chest of franchises and dragging out what has been a very successful handheld S-RPG over the years. You should definitely read the review if you're into your RPGs. Once I understand what's going on I get the feeling it's going to become addictive as hell (hmm, that analogy doesn't work).

Chandra Nair



Feeling a bit daunted by all the information? Don't panic - it's pretty easy to find what you need once you know where it all is...

If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here. You'll be needing this to make up your own mind...

INFORMATION

The place to look for all the essential statistics on the game including release dates, players, publisher, developer and whether or not you can watch movies of the game in action on TotalGames.Net.



2ND OPINIONS

If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

ALTERNATIVES

Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

THE BREAKDOWN!

The animé cut-scenes are really quite specia Shame the rest of the

EYE CANDY





bbbb Hally bbbb















FIRE EMBLEM: TRAIL

Nintendo's S-RPG series steps into the real world

like it's becoming a trend with Nintendo home consoles to have one good strategy RPG per platform. The N64 had nothing to boast of except for the magnificent Ogre Battle 64 (we'll ignore Quest 64 as that left out the strategy) and the GameCube is only just being graced with Fire Emblem (we'll ignore Gladius as it's a pile of ****). If you think logically, it doesn't make any sense. Nintendo gamers like hardcore RPGs as much as anyone else: just look at sales of Final Fantasy Tactics for proof. Sadly though it's not to be, and the SNES days of Front Mission and Tactics Ogre dominance are long gone. It looks like any GameCube owner who wants a dose of strategy and team-building in

their RPGs will have to rely solely on Nintendo's latest offering.

For those of you who don't know what a strategy RPG is, it's basically an RPG that concentrates on strategic nurturing of many different classes of characters in your group in an effort to create the ultimate all-round fighting team. You build your own personal army, and no one army will ever be the same as another. The Fire Emblem series is one of the most popular S-RPGs in existence. Having been around since the NES days it has a massive following in Japan, though most of the games have never seen the light of the western day. Trail Of The Blue Flame will (eventually) be a notable exception. Having skipped the N64, Fire Emblem is also one of the few Nintendo franchises that hasn't been translated into 3D. Needless to say there's been a lot of anticipation leading up to its release.

Let's get one thing out right now, we can't recommend this to anyone not fluent in Japanese. We've gone through many Japanese RPGs and not had that many problems (even with Final Fantasy VIII we managed to copy down item names and find the necessary combinations) but Fire Emblem is so intense that it really does ruin the experience. That said, it is possible to understand what's going on and we can tell you all about the new additions. This review is by no means definitive, but it will give import fans a good idea of whether they should get into it, and everyone else will get a glimpse of what to expect from the PAL release later in the year.

The story is a typical tale of a kingdom under attack from warmongering neighbours. The kingdom of Crimea suffers a major blow when its princess is



FLAT BROKE: It takes a good few hours before you get to the first shop, and even then you won't be able to go on a spending spree. You're skint, see?



DARK STREAK

The power of the dark side

The enemy forces are headed up by a mysterious and very powerful dark knight. He turns up and kills one of your main characters before being magically transported off to his ship by way of an advanced spell. This cut-scene suggests that later on in the game there will be far more powerful magic spells available, but how

far in we don't yet know.

As soon as we can get hold of some English language code we'll plough through and let you know but for now you'll have to make do with these screens of the dark knight cut-scene. Isn't he menacing? Wouldn't you like to wear his armour?





OF THE BLUE FLAME

kidnapped (girls... can live with 'em, can't live without 'em...), but lead character lke inadvertently saves her, and so begins his quest to rid the land of the heartless Daeins. See, that's what love at first sight does to a sane guy's head. Ike was quite happy farming carrots until SHE came along. Because of this unfortunate meeting lke is lumbered with the task of scouring the land for mercenaries to

become part of his army. Whether it be for money, for personal reasons or for king and country, you'll fight alongside white mages, black mages, pike-men, archers, knights, cavaliers, Pegasus knights and many others. Every member of your team is under your direct control, as is the unique development of each.

The game is presented in four main modes. Firstly you have the gorgeous

anime cut-scenes that pop up occasionally to tell the story. All other storyline events take the form of still character art against static backgrounds and subtitles... all of which are quite dull. The majority of the game takes place on the battlefield from an isometric viewpoint. You get to see the battlefield along with low polygon interpretations of every participant. You can move the camera up and down

"THAT'S
WHAT LOVE
AT FIRST
SIGHT
DOES TO A
SANE
GUY'S
HEAD"











INTRODUCING THE BAND

And a right assorted bunch they are too

There are many classes of warriors available for you to incorporate into your team, and all are vital to your progress in the game. Here are just some of the characters you'll meet:

Swordsman: skilled with a one or two-handed blade, these characters are great for up-close combat.

Axeman: generally more powerful than a swordsman but what they gain in strength they lose in speed. They're less likely to dodge an attack.

Pikeman: as you would expect, these guys have pikes. They can throw them from distance or stab at close quarters.



Knight: very slow, but heavily armoured. Only certain weapons can break through their armour.

Horseback Knight: less heavily armoured than regular knights and able to travel further on the grid. They have the added benefit of being higher up and can also travel a limited distance after attacking.

おれが体はって、はしごをふさいでる間に ノンさんの弓で数をへらすんだ。

Pegasus Knight: knights that ride winged horses. This allows them to cross streams and embankments.

White Mage: the only characters in the game who can learn white, defensive magic spells.

Black Mage: the only characters in the game who can learn black, offensive magic spells.



(it always fixes its focus on the ground, so either looking at an angle or watching from a bird's-eye view) and spin around the focal point. The 🖪 trigger allows you three levels of zoom, ranging from right in on the action (5 x 5 grid squares) to a view of 20 x 20 grid squares. The analogue stick lets you fly over the grid and see every square on the battlefield. The final presentation mode is the battle screen. Like many other RPGs, when you start a fight the action switches to a full 3D arena where you see your characters carrying out the commands you've given them. The only difference is that there are no command menus on the fight screen. All commands and preparations take place on the battlefield or in the safety of the fortress grounds, and it's these preparations that make the game so intense.

Before each battle begins you're given a list of eight options. You can take a look at all the stats and abilities of each character. You can set the starting positions of each character. You can also scan the battlefield, set up each character's equipment and look at a map that highlights the positions of all troops. This setting up period is essential because when a character dies in battle you lose them for good. To start with this makes the game extraordinarily difficult, as one ill-conceived move on the grid can see a new character fall to the sword. If this happens you may as well start again. If you lose a white mage or a black mage you may not meet another one for five or six hours and this will seriously impede your progress.

Even if you do get through a battle with all your team intact the development process is a slow one. All characters level-up on the battlefield once they gain enough experience points. Upon rising a level you won't see that



You have to admire Chandra (mental, we know) but he's the only one brave/eager/dumb enough to bother going through this. What's the point in getting this yet? Some sort of self-satisfaction that you're better than others? That you can say it was "no That you can say it was "no bother"? That's how Chandra was afterwards. Smug git. [GIRL! – Chan] See what I mean?







WOODEN ACTING: Most of the conversations are depicted with still artwork and moving mouths. Come on guys and gals, you can do better than that.

much difference: your character may see a +1 added to their maximum HP and a few other +1s in other areas. Very slowly, over time, your characters will rise through the levels and learn new abilities. For example, your archer will eventually be able to attack characters more than two squares away, and your warriors will be able to perform simple combos and counterattacks. A few hours into the game you'll come across your first shop where you can trade in what appears to be secondary experience points for level-ups. You can also pay the blacksmith to upgrade your weapons.

Despite the language barrier, negotiating the menus and upgrading characters is quite possible. The game definitely has its faults though. In the options you can increase the speed of the battles, but even at full speed the game is too slow. When you're fighting against a 20-strong group of enemies you have to wait for the computer to command every

※ヨファの弓







hardly pushing the hardware. Some may argue that it's the best-looking S-RPG this generation, but the GameCube can perform significantly better than this. The still artwork conversations are particularly lame.

Trail Of The Blue Flame is very much a niche market product, and as much as we hate to say it, you'll either love it or hate it. To some, the idea of spending long nights slowly building up an army and playing the same battle over and over again until you get it right is like Christmas come early. To others it comes second only to scraping your gums with a rabid toenail. Fans of S-RPGs will adore it. When you play a game as in-depth as this you aren't paying too much attention to how pretty the graphics are. That said, Intelligent Systems has had experience with the GameCube previously and there's no excuse for the game looking as bland it does. As a highly detailed S-RPG with dozens of hours of gameplay the latest incarnation of Fire Emblem comes highly recommended to fans of the genre. Now all you have to do is wait six months for the English translation...

CHANDRA



DEATH BECOMES US

Watch your back, Ike!

There are a few ways of seeing the Game Over screen in this game and you'll probably be seeing quite a lot of it. While many characters in your party will come and go, if your main character lke does, it's all over. He is after all the leader of the army. Just as important as lke is the princess. Much of the game is about protecting her from the enemy who are trying to kidnap her. Whatever stronghold you're protecting, if the enemy gets to the entrance it's game over. This means that you always need someone sat on the entrance square.



"YOUR CHARACTER MAY SEE A +1 TO THEIR MAXIMUM HP!"



REVIEWS

Observe these screens. Here, we're playing with a pad and the volume on mutel Hardcore!



















DONKEY KONGA 2

The only game that's funkier than The Game

how you think! You **WE KNOW** want to know what the song list for Donkey Konga 2 is. Whether you're playing Tony Hawk's, Def Jam, SSX, the first place you head for is the track listing. It's an easy way to make early judgements on the game, to scroll through and slot songs into easy 'cool' and 'not cool' labels. Donkey Konga 2 is a game based on music so the track listing is of paramount importance. So why it's being propped up by the likes of Story Of The Year (who?), Good Charlotte (why?) and Deep Blue Something (just... no) is anybody's guess.

We know how you feel! Slightly confused. In its yearly pilgrimage from Japanese gaming stores to our rainy shores, Donkey Konga sheds its infectious J-Pop and picks up songs that supposedly appeal to us pasty, westerners. Some of the songs are inspired choices. The driving percussion of Enjoy The Silence, the handclaps of Shiny Happy People, the bouncy verse of That's The Way I Like It, the hyper R&B beat of I'm A Slave 4 U, all examples of songs that translate brilliantly into bongo bashing. When playing through these types of songs, Donkey Konga 2 is unmatched for entertainment and fun.

Unfortunately at least one-third of the soundtrack is... well, angsty rock that doesn't really fit *Donkey Konga* 2's bright and happy day-glo mood. *Sidewalks* by Story Of The Year is a

typical example of the emo nonsense that's recently swamped music and the soppy acoustic ballad by Incubus, Drive, doesn't carry enough weight to work out properly on the bongos. Or how about Predictable by Good Charlotte? Not only does this song fail to translate to bongo bashing in any sense whatsoever, it doesn't fit in with Nintendo's ethos of happy-clappy jolly fun times. "This isn't the first time/That you left me waiting/Sad excuses and false hopes high/I saw this coming, still I don't know why". Christ. You don't hear Lemmy singing that he can't get laid.

And that's before we even get to the fact that, once again, they aren't the 'proper' songs. As with the original Donkey Konga, you're not getting the official versions of the songs that you can buy in the shops. Instead, it's a



BOXOUTS ARE TOUGH: Here's a screenshot of the

cover of the song designed to sound as close as possible to the original without having music lawyers spitting out their coffee and pricking up their ears. So Pink sounds like a man. Okay, real Pink sounds like a man too, bad example. Here's a better one. All Star by Smash Mouth sounds like it's missing half the instruments, the scream in Jungle Boogie sounds more like a painful wail than urban cool and the duet chorus in Shiny Happy People... well, the less said about it, the better, so all we'll say is it's RUBBISH. With some tracks the differences are negligible and you'll



barely notice - it's amazing that there's someone out there who can actually outwhine Britney - but usually, there's a tell tale vocal wobble or missing instrument that gives away the fact this is a cut-price photocopy rather than the genuine article. It muddies the sheen on Donkey Konga 2's otherwise faultless presentation and makes the game feel needlessly cheap. Maybe we're being overly fussy but with so much attention on the music. would it really have hurt so much to shell out a few extra coins for the proper tracks? So that's the track listing covered in

extensive detail. If you're wondering why we've dedicated so much coverage to the songs, it's because the tunes are really the only major difference that separate

GAMES THAT ARE MINIATURE

Or as they're often referred to - mini-games

Donkey Konga 2 has two mini-games available when you have enough coins to spend. Spend 50 mini-moneys and you get to play the Donkey Konga quiz game! Which is actually just a race to hit the symbols onscreen before the other person. It's clearly not a quiz if a) there are no questions and b) it hasn't got Vernon Kay going "WA-HEY!" every few seconds. The other mini-game asks you to memorise a series of symbols before repeating them yourself without the onscreen prompts. Again, 50 mini-moneys are required and like all games in life that are dressed up memory tests, it's not actually very much fun. Remembering things is boring. That's why we're always forgetting stuff! Think about it.



with the PAL version— all the covers are of songs you'd rather forget. The NTSC version gives you all sorts of mental J-pop and manga themes. If you can navigate the menus then you're better off with that. It's still awesome in multiplayer though, but your timing goes after the pub.

I'm A Slave 4 U

REVIEW IN A REVIEW

Selection Of Songs

Yeah. So there isn't much else to write about in Donkey Konga 2. So here's the CUBE team reviewing songs!

Liz reviews Shiny Happy People (REM)

It's a happy-clappy song. Donkey Konga is a game that asks you to clap to make you happy. An ideal partnership? I think so. Shame the song is so lame. 3/10.

Tim reviews I Don't Want To Know (The Donnas)

Yeah they're pretty cool and write some pretty cool songs. And these days being pretty cool is what it's all about. Shame the rest of the songs on here aren't pretty cool, Good Charlotte? Good grief. 7/10.

Ryan reviews I'm A Slave 4 U (Britney Spears)

This song is awesome because she, you know, does the breathless groaning thing. She still does it now but that's after she's walked up stairs while stuffing her face with a Big Mac. 8/10.

Chandra reviews Mute City Theme (F-Zero)

Sweet! Now all I need is all the tunes from the SNES verson and the grungy GX tunes and I'll be happy. Screw Spitwee and Superass: F-Zero is all I need. 9/10.

Lewis reviews Losing My Religion (REM)

Just cause it's the best of a rubbish selection for me. Good stuff from the most depressing band ever. 8/10.

Miles reviews himself (Miles)

Where's the rock out guitar, where are the cowboy boots, where's the denim, I can't write about this. I'm going to bed. Wake me up when it's 1987 again. 0/10.



"DK 2 IS THE GAME THE TERM POST-PUB GAMING WAS COINED FOR"

HIT HID MISS SOIIGS



Bright, bouncy, beautiful... bold.. erm... buoyant...



AUDIO For the most part, great but some



GAMEPLAY
Still addictive, still easy to grasp, still awesome



LIFESPAN A looooooooong, long time in



□RIGI□RLIT부 Not at all different from last year's bar mini-games.

ALTERNATIVE

DONKEY KONGA 3 CUBE Rating

RHYTHM ACTION SAMES live and die by their

track list and Donkey Konga 2 could and should have been much, much better in this regard. Elton John is never a good idea but Good Charlotte and Incubus just screams of Nintendo clutching at adolescent cool. Otherwise, it's every bit as fun and funky as the original.

FINAL SCORE



Donkey Konga and its sequel. The game is the same - hit the bongos in time to the left/right/both/clap prompts. You can still play with a pad if you like but doing so misses the point and makes songs on the toughest Gorilla setting all but impossible to complete. You can still cheat by hitting the side of the bongos instead of clapping. Rolling on the drums still feels like a pointless waste of energy because it doesn't add to your combo score. All the quirks of the prequel have carried over but that's because nothing has changed. There are new mini-games, the songs themselves are obviously new but turn the volume down and it's very, very hard to spot any differences.

Yet despite our misgivings over the track list, scowls at the cheap cover versions of the songs and moans that Donkey Konga 2 hasn't really moved on since the original, we're still playing it. It's testament to its addictiveness that there's a GameCube permanently set-up on our desk to provide entertainment for one of the many times during the day our computer crashes,



lunch breaks or we get bored listening to Miles drone on about being jipped at Pro Evo (occasionally nod your head and he thinks you're still listening - genius). It's a perfect game to dip in and out of. It's the game the term post-pub entertainment was coined for, even if post-pub entertainment usually consists of nothing more than rolling into bed and falling asleep.

We know what you're asking! You want to know if Donkey Konga 2 is worth buying. The answer is yes for several reasons. Yes because when Donkey Konga 2 gets it right, as in I'm A Slave 4 U, it's the most fun you'll have on the GameCube. Yes because fans of the original will appreciate that the toughest difficulty setting will test their hardened bongo hands. And finally, yes because the next bongos game is likely to be the PAL conversion of Donkey Konga 3 and an ice age will probably come and go in the time it takes for that game to work its way here. So buy it, crank up the volume, select Britney Spears and rock out. Awesome.

RYAN





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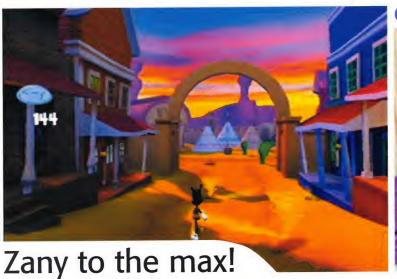
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ANIMANIACS: THE GREAT

The only GameCube game with 17 physics!

the fact we've wasted all the double-jump jokes, unlockable artwork witticisms and crate analogies on the previous ten billion platform games to come strolling through CUBE Central, reviews in this genre are becoming increasingly hard to write. This month, it's the turn of Animaniacs. Hi Animaniacs! Its unique selling points are the licence and the fact there are three of them, which isn't that great when you consider no-one really knew who the Animaniacs were in the first place, let alone remember them, and three characters just means two more generic

Crash Tyro the Kangaroos to deal with instead of one. So what to do for an intro? Hey, here's a radical new idea! Let's sweep the intro under the carpet! Just this once. Go on, it'll be fun. Yes? Good. Onwards to the fat bit of the review!

It goes without saying that Animaniacs is for kids (although apparently it doesn't because we've gone ahead and said it anyway). By "for kids" we don't mean the gameplay is patronising, and borderline offensive (sit down Kao, we're not talking to you). We mean it's a little too one-note to appeal to the older gamer. That's not to say Animaniacs does

anything wrong. This is probably the least frustrating example of the genre to have appeared in a while, thanks to its abundant checkpoints, infinite lives and lenient approach to platforming. One example is a boss battle that keeps the same amount of energy it had when you pop your clogs. Little touches like that will guide young hands through the game with ease rather than guiding the pad out the nearest window.

Sadly, it wears a little too thin a little too quickly. The constant slew of mini-games is a decent enough smoke and mirrors act to convince you that

ANIMANIACS: TGEH PUBLISHER: IGNITION ENT SEVELOCER: WARTHOG PRICE: £19.99 ORIGH: UK PLAYERS: 1 MEXICASY 3 BLOCKS SIX LEVELS THREE CHARACTERS ALL THE FUN THINGS! ORIGH: UK PLAYERS: 1 MEXICASY 3 BLOCKS JUNE '05 THREE CHARACTERS ALL THE FUN THINGS!

MINI-GAMES

Here we go again...

There are some mini-games in *Animaniacs*. There's the one where you grab horse-shoes but it's a bit simple. There's the obligatory thinking one in the form of a cube puzzle thing (quite good). There's the one where you drill through the earth avoiding bombs. Retro Monkey said, "oh, that's like *Mr Do!*" but we checked and he's wrong. It's still good fun though, and rather 'fiendish'. Hmm. Despite the fact the mini-games are of an above average standard, this has quite possibly been the least inspired boxout of all time.

You know you're in trouble when you use 'Mini-Games' as the headline and think "Christ, we've done that before haven't we?" Come on guys. Isn't there any of way of mixing up the gameplay? Does it always have to be mini-games? Answers to the usual address please. With chocolate and Girls Aloud pictures! Obviously.



HONK HONK!: You can pull your tail to make a honking noise. It makes you laugh the first few times and annoys anyone in the vicinity thereafter.



EDGAR HUNT

there's enough variety going on underneath the surface to keep the first few hours interesting. Likewise, the different requirements to collect the necessary Edgars spice up the formula a little - the boulder chase, the train top race, the cube puzzle - but the overall result is still a slight tingling rather than attention-grabbing meltdown. And that's the problem with Animaniacs. After a fairly entertaining induction period, it just trails off with nothing to really drag you back and kick your senses into gear. The gameplay settles into a cosy collect-theset-amount-of-Edgars-to-open-the-door routine that neither offends nor pleases. Even with the ability to backtrack and use newly unlocked abilities, it's hard to find the inclination to do so. At the same time though, it's not bad.

The Animaniacs experience is difficult to describe. It's Keane, it's vanilla milkshakes, it's Kimberly from Girls Aloud, it's CD: UK minus Cat Deeley. It's just kind of there without any real purpose. Elder statesmen of the gaming world who were completing games before the GameCube came along won't find any real point to Animaniacs. It's just, you know, for kids.

Kids are less likely to care that the presentation isn't that great either. The proper *Animaniacs* voice actors are all present and correct, so there's no faulting that. The music is the usual jolly and annoying fanfare too. However, unambitious visuals let the side down.

It's obvious the budget dedicated to making Animaniacs look pretty would barely cover the developers' Big Mac lunches, let alone any kind of graphical wizardry under the GameCube's purple bonnet, so it's unfair to be too harsh. After all, while the environments feel sparse and underfed, they still manage to pack plenty of personality. True, it's hard to shake the feeling the graphics are held together by the flimsiest lines of programming code but the threat for the visuals to fall apart never materialises. It's surprisingly glitch free and while the camera would have benefited from more lessons in good behaviour before being sent into the big, sparse, empty world of Animaniacs, there's nothing to seriously detract from the gameplay. "The graphics are not that great," we might say if **CUBE** offered rubbish closing statements to end paragraphs. "But at least they're functional!"

And that, folks, is *Animaniacs*. Not great but not bad. It's hard to have any love or hate feelings on any aspect of the game and if this review could have been conveyed with an image, there would be a picture of the CUBE team shrugging spread over these two pages. Even now, 800 words later, we're not sure how we feel about *Animaniacs*. The lack of frustration means it's good for kids but for everyone else, why settle for Kimberly when you can have Cheryl?

RYAN





"IT'S VANILLA MILKSHAKES, IT'S KIMBERLY FROM GIRLS ALOUD..."





Join us for loads of *Pokémon* fun! Inside you can find a look at the awesome new *Pokémon TCG expansion EX Emerald* plus our Safari Survival Guide for the UK Nationals! There's also the usual Poké-tastic helping of videogames, news and competitions!

THIS IS ONE HOT ISSUE — DON'T MISS IT!

DUIC DUTTIES DOSTEDS AND SO MUCH MORE!



HANDS

CONTENTS

"WE'VE GOT THE whole world in our hands, the whole wide world, in our hands..." with the DS Online! Nintendo has finally jumped onto the online bandwagon and we couldn't be happier. Now we can play against someone decent, instead of Darran. But that's the future and we're all about the now, so read on for all the latest DS and GBA news, previews and reviews.

Liz Morris News Editor

AT A GLANCE...

HANDS ON NEWS!

Yes! News! Lots of it! This bit's annoying to write, just go read the good stuff.

STILL GOING WITH NEWS!

And Shizzle/Nizzle, see how hip we are! Plus a pic of Orlando Bloom! Schexy.

Pages072

SPLINTER SELL

Ho ho! Look at us spelling things diferently! That's brightened your day!

Pages074

NINTENDOGS!

Woof! Bark! Is it a game or a complicated screensaver?

POKÉMON EMERALD

The latest remix from the *Pokémon* stable, plus loads more games!

THESIMS 2

The Sims return to suburbia

AFTER THE MIXED reaction to The Urbz from Sims fans, it's perhaps not entirely surprising that Electronic Arts is dragging the gibberish-spouting Sims off the city streets and placing them firmly back in their natural habitat in The Sims 2. This time round players won't need to worry about their street cred or clothes, but instead will focus on their aspirations, needs and desires.

This is where the similarities between the two games end, however. For starters the GBA version will be separated into 24

story-based episodes, each of which has an "aspiration" that you must complete.
Thankfully, these episodes can be played in any order although the DS version will be more open-ended like the PC version. The DS version will also be fully 3D (a complaint made against The Urbz, which was essentially a port

of the GBA game), and will feature touch screen and microphone controls, which we assume will be utilised to create musical pieces to play in the lounge/hotel rooms or drawing pictures to hang up in the local gallery. In fact, word has it that players can even swap their musical and artistic creations with fellow DS owners using the WiFi function, which in turn will be rated by





the Sims when visiting the gallery or hotel. Not to be outdone, the GBA version also includes a

link-up function where players can compete in mini-games, trade items or exchange unlocked episodes. *The Urbz* tried to do something new with the series but didn't quite pull it off and it's good to see the game is going back to its roots. The games are currently scheduled for an autumn release.



Sony handheld no threat to DS?

SONY MAY HAVE announced the European release date for the PSP (1 September) but Nintendo isn't exactly quaking in its Gucci boots. The company recently reported DS sales of over five million units from 21 November through to mid-March, putting it well on track to reach its predicted six million sales target. In addition to this, over 200,000 DS units were sold in the UK within the first six weeks of launch, proving that Nintendo

is still the daddy when it comes to handheld gaming: "Nintendo believes that competition is healthy and vital to industry growth," said David Yarnton, managing director of Nintendo UK. "...the Nintendo DS has cemented itself as firm favourite with UK gamers." Stick that in your PSP and smoke it Sony.



NOT TOUCH!

It's educational, honest

THE WORLD MAY be one global community but even so sometimes the meaning of words gets lost in translation. Take for example the whole Jif/Cif debate. We all knew the product as Jif but because our lovely European chums couldn't pronounce the "J" sound without drenching unsuspecting cashiers in flob, the name was changed. This may also be the fate of the brilliantly titled Touch Dic, a new dictionary "game" for the DS by Korean company Daiwon C&A Holdings. Touch Dic is both a dictionary and calculator, and is clearly a great excuse to allow kids to bring their DSs into school with them. Parents and teachers over here might not be too pleased when the obvious hilarity ensues, however.





Like some sort of Pinocchio fairytale the Nintendogs have come to life! And by that we mean turned into inanimate stuffed toys, but hey, you can actually hug these ones without looking weird. Play-asia.com has a range of these adorable squishy toys on offer, which are just waiting to be taken home and

siblings/children so they stop nicking Price: \$19.90 (ext P&P. Roughly

loved... or given

to annoying

£10.50)

MOBILE BAG DS POKEMON

Nintendogs may be de rigueur at the moment, but Pokémon is still

kicking ass and taking names. Just look at this swish DS carry case, complete with Pikachu, Torchic and Munchlax on the side. You want it, don't you? Yes? Well

then pop along to www.playasia.com and get one ordered before our Snorlax eats you. Price: \$24.90 (ext P&P. Roughly £13.10)

GAMER GRAFFIX SKINS

We may be last in line to get the new DS colours, but that doesn't mean we have to stick with our silver casings. Gamer Graffix has released some great skins which come in a wide range of designs including skulls, fireworks, tattoos and animal prints. Each skin is easily placed on your DS, but if you do make a mistake the skins are removable and cause no damage to your DS. For the full range and latest prices, visit www.gamergraffix.com



CROSS OVER

This year we've seen a growing trend for characters, such as Mario, making cameo appearances in random games like NBA Street V3, but Konami has gone one step further with the ability to link up the recently released Boktai 2: Solar Boy Django on the GBA with Mega Man Battle Network 5 in the unique Crossover Battle mode. In this mode players from both games will have to take on the character ShadeMan, and whoever gets the most hit points wins.

FREE WORLD

The classic PC game (which also appeared on the SNES) is now available to play on your GBA for free. GBA programmer, Cyril Cogordan, worked with the game's creator Erich Chahi, to create a portable version of the game which can be downloaded at www.foxysofts.com. You'll need a rewriteable cartridge or GBA emulator to play it though.

PAC-MAN DEVOURED

Bandai, the guys behind the Dragon Ball Z, Digimon and Power Rangers games has joined forces with Namco, creating Namco Bandai Holdings. According to reports, mounting development costs were the driving force behind the merger, which makes Namco Bandai Holdings Japan's second biggest maker of videogames and toys after Sega Sammy. We'd be interested to see if Namco's yellow mascot makes an appearance in any of Bandai's franchises now the two companies have hopped into bed together.

Pac-Man Ball Z anyone? Maybe not.



NEWS NEWS

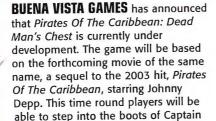
STAR TREASURE ISLANDS ou're a dead man...'s chest

HANDS

Playing against Darran from across the office or playing against a stranger from across the world? Hmm. Yep, the stranger wins out.



Nintendogs proves once and for all that dogs are better than cats. Can't throw a Frisbee at a cat and expect it to be caught and returned, can you?





Jack Sparrow, Will Turner and Elizabeth Swann as they search the high seas and sandy shores in search of the Dead Man's Chest.

"The Pirates Of The Caribbean franchise will develop over the next few years as one of the most exciting and important initiatives BVG will spearhead," said Graham Hopper, senior vice president and general manager of Buena Vista Games. "Our upcoming games will expand the Ramoray off the TGN forum. Now he Pirates world and allow fans to take on the

roles of some of the most rousing characters ever created, and experience firsthand their

perilous adventures." Pirates Of The Caribbean: Dead Man's Chest will feature set pieces from the movie, but will also explore previously uncharted territories in the Pirates universe in an adventure that's sure to have us all as jolly as Roger. Dead Man's Chest is scheduled for a summer release in the US. No PAL release has been confirmed yet.

MRKTOP DOG

Japan goes barking mad for Nintendogs Atomic Betty gets star treatment

As much as we adored the idea of Nintendogs, Hands On secretly scoffed at the idea that a puppy sim could be such a big hitter for the DS, but like Tamagotchi before it these virtual pets have captivated the hearts of Japanese gamers. Nintendo managed to shift a whopping 181,000 units in just four days with all three versions of the game placing in the top ten all-platform charts according to Japanese market researchers, Media Create. Shiba & Friends got the most tails wagging selling nearly 83,000 units, whilst Dachs & Friends placed second with 52,563 units sold with Chihuahua & Friends placing third with 45,826 sold. During the same period DS sales spiked to an impressive 96,191 units, thanks in no small part to the release of Nintendogs, launch of the Candy Pink 4 but also helped by the DSs. To see what all the and Turquiose Blue



ATOMICA

CARTOON NETWORK'S HIT animated series, Atomic Betty, will be getting its very own action adventure GBA game later this year. The game will feature Atomic Betty, an ordinary girl by day, a "Galactic Guardian and Defender of the Cosmos" by night, who has to save the galaxy from the wicked Maximus IQ with the help of Sparky and X-5 while simultaneously protecting her Earth reputation from being ruined by her arch nemesis, Penelope.

"Atomic Betty rockets kids into the action-packed world from the hit cartoon series and lets them be the hero," said Jeff Lujan, Business Director, Namco Hometek. "Young players will be able to experience a new style of gameplay with Atomic Betty's easy-to-use three character control scheme. Playing as a team adds strategic depth to the game

that kids will love, and allows fans to take control of all their favourite characters."

There will be five playable characters in total, as well as a whole host of weapons and gadgets to help defeat Maximus IQ's evil minions. Atomic Betty is currently scheduled for a November release.



WAITING GAME

Why do we always have to wait around for the good stuff? Japan already has a choice of four DS colours, not to mention the Poké Park one, while the US has the Electric Blue version. Not fair. We're so jealous.



GBA GAMES

They're a bit lame at the moment, to be honest. For every Pokémon Emerald there are ten Elfs lurking about.

Come on people! It's not all







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ILER CELL:

you hiding in the shadows, do you exist? CHAOS!

HANDS



If nobody can see SAM FISHER MAY going grey around the temples, but the guy could still kill you using a toothpick and two marshmallows and you know it. It's unsurprising then that the National Security Agency's number one black-ops agent is back for another adventure... actually, to be more accurate it's the same adventure but on a different platform. Doesn't sound as grand though.

As before, Fisher is sent to gather intel on terrorists waging an information war on the world, including sabotaging the stock exchange, plunging cities into darkness and hacking into the National Defence System. Blocking porn on the internet would have been more effective in our opinion, but back to the point!

Splinter Cell: Chaos Theory on the DS will be the first fully 3D Splinter Cell on a handheld system and will

feature eight missions, one of which is exclusive to DS. Swish. To get through the levels Sam will be equipped with all the skills and gadgets that were on offer in the console versions, including combat knife, rifle and neck-snapping "stealth kills", although this time he'll also have the SWAT Turn, enabling Sam to step bewteen doors really sliently, added to his moves roster.

The trusty touch screen will be used to navigate the inventory, swap between three vision modes and to control the camera. The touch screen will also be used in some mini-games but Ubisoft has yet to reveal what these will be, although by the looks of it hacking into computer systems or picking locks would be a fair bet.

Once you've crept your way through the single player missions you can also grab a friend and try out the WiFi multiplayer modes: Co-operative and

Versus. In the Co-operative mode two players need to choose between Hacker or Assault (each offers different skills to get through the missions) and work together to complete the five levels on offer. Alternatively, two to four players can compete against each other in Versus mode, where one team takes on the role of Shadownet Spies who have to hack into computer terminals, whilst the other team are ARGUS mercenaries who need to patrol the stations and prevent the spies from accessing the computers.

Hands On will be bringing you the full review shortly, so keep your

peepers peeled.









REVIEWS REVIEWS

NINTENDOGS

Puppy love

HANDS



TOUCH SCREEN À À À È È









delight or going all hang-dog with

The game comes in three versions,

sadness? Read on...

Miniature Dachs and Friends (Liz's choice), Shiba and Friends (Darran's choice de jour) and Chihuahua and Friends (Martin's reluctant option. He wanted Dachshund.) Each version of the game contains five breeds of puppies (see boxout) so there's bound to be something for every dog lover. At the start of the game players get to select their pooch of choice, including the dog's gender and colour, which you then take into your "house" to train up and look after. The first task you're expected to undertake is to name your dog. A menu screen appears with a little microphone logo on it, and once pressed you can record your dog's name. However, you have to do this process several times in order to calibrate your voice so don't get annoyed with the game and think it's stuck in a Groundhog Day-like loop. Once achieved, you can play with your puppy by rubbing the stylus over its body to

stroke it or to make it perform tricks.

Initially you will have to make your dog

sit down. Once you've managed to get

your pooch's butt on the ground, a light



If you play some tunes, he'll bark along, just like a real life dog! Only better!

bulb icon appears in the top right hand corner of the screen. Simply press this icon and record the corresponding command word. Thankfully, despite this being a Japanese import, you don't have to say the commands in Japanese. Just pick any word you desire, such as Sit, Roll Over, Beg, and record it. The only slight snag is, like a real dog, your puppy won't learn the trick instantly, so you have to perform it at least three times (and record the same command word) before it registers in the Trick List. Equally, you can only learn a set number of tricks in a 24 hour period (the amount appears to differ slightly depending on your dog), which the game registers using the internal clock. We tried changing the DS's time and date settings to trick the game into believing a day had passed, but it doesn't work, which is a shame as teaching your dog new tricks is a large part of the game's appeal.

That said, there's still mountains to do when you're not making Rex do his monkey tricks. For starters, you can take your puppy for a walk around the neighbourhood and even select your



route by drawing it on the map before hand. Not only does it do your puppy good, it also gives him a chance to relieve himself (don't forget to scoop that poop!), find gifts for you and play with other dogs in the park. In addition, you can visit the obstacle course and a discount store, which is full of tasty treats, toys and collars for your number one pet, but watch your pennies as everything costs money. Thankfully you can earn some more yen by entering your dog into a contest, such a Frisbee tournament, a "command" tournament and an obstacle course. Although entertaining, the language

You can also dress your pup up, look at the little bows... aww look, aww...

Date

2005

04 27



barrier smacks you in the face in the command tournament as all the instructions are in Japanese so you just have to guess what it is you're supposed to be telling your pup to do. You're chances will improve, however, if you train your pup in the house, go through the commands and play Frisbee with it regularly. Of course it's not all work and no play, and you can entertain your pup by playing music to it, blowing bubbles at it or playing catch.

Nintendogs is a heart-warming and entertaining experience, making fantastic use of the DS's unique touch screen and microphone





functions. In fact, the only reasons you're not going to love Nintendogs is if you're missing a soul, you're a cat lover or named Miles [I never said I

didn't like it! - Miles].

animation, plus lovely pastel environments

FUDIO Lots of woofing and yapping, as you'd expect,

FINAL SCORE



WHO LET THE DOGS OUT

Nintendo, savvy business-minded company that it is, has gone down the "gotta catch 'em all" Pokémon route with the release of three versions of Nintendogs. Each version of the game has six adorable pooches to play with, but which version is the leader of the pack?

DACHS & FRIENDS

Yorkshire Terrier: Loyal but fierce, these pooches love to be pampered and are a favourite in UK

Miniature Dachshund: Snappy and sometimes unresponsive; often suffer from spinal problems but look totally awesome.

German Shepherd: Intelligent and protective but double hard and will eat you whole.

Pug: A bit of an ugly bug and lazy to boot, but loves human companionship. Ideal handbag

Miniature Schnauzer: Perky, energetic and affectionate with a wicked "moustache".

RATING: 8/10

CHIHUAHUA & FRIENDS

Chihuahua: Tiny and stupid looking. Loses points for being the celebrity dog-of choice, but it did star in the Taco Bell ads.

Cavalier King Charles
Spaniel: Beautiful and a favourite amongst regal types, this dog is friendly, gentle and loving. Awwww. Shih Tzu: Put it this way, Geri Halliwell owns one.

Labrador: Possibly the best dogs ever? Yeah, totally. Smart, obedient and gentle looking. A great family pet. Beagle: Totally adorable, with plenty

of stamina and good hunters. **RATING: 7/10**

SHIBA & FRIENDS

Shetland Sheepdog: It's Lassie! She could communicate with humans and everything. Plus Liz wants one, so they've must rock Miniature Pinscher: Looks like a

tiny Doberman, and is equally hardy. Smart and strong-willed, these are ideal for little thugs.

Shiba Inu: Sometimes referred to

as "little wolves", these pooches are hard to train and require plenty of stimulation.

Welsh Corgi Puppy: If they're good enough for the Queen, then hey're good enough for us peasants. Toy Poodle: The hairdresser's dog of choice. They're a bit Eighties if you know what we mean, and frankly right daft looking.

RATING: 7/10



Enough to get you hot under the collar?

HANDS



PUYO POP FEVER has been raising temperatures across the world for over a year now, having already graced the GameCube and GBA, and to be honest we thought our fever had finally broken. Then along came the DS and here we are again, popping those Puyos like there's no tomorrow. However, can a game that's done more rounds than Mike Tyson have anything new to offer?

When it comes to the premise, the answer is no. Like before, you need to link up four or more matching Puyos to create a Chain. The more Chains you create in one go the better, as this drops Nuisance Puyos onto your opponents screen as well as filling your Fever Meter. Once the Fever Meter is full, you go into Fever Mode, where the goal is to create as many chains as possible in the short time available Whoever's screen fills up first is the loser. Easy huh? But what's new, dagnammit?

For starters there's the touch screen. That's new. It's also crap. You see instead of doing the logical thing of placing the game board on the touch screen, a la Zoo Keeper (which would have been very straightforward to control), the game is viewed on the top screen and controlled on the bottom one. Although it's pretty simple to

control - just poke the screen to flip the Puyos or drag the stylus to the left or right to move them - it just isn't as fast or as accurate as using the D-pad and buttons, which you'll inevitably opt for once the game starts hotting up and you've got to keep up with the pace.

So WiFi then? This is a real perk to the DS version of Puyo POP Fever as up to eight people can play using just one cart in the Everybody Puyo POP Mode, offering endless hours of fun and more challenge to POP pros. Of course, in the meantime you can hone your skills in single player, where you have to defeat round after round of enemies in the easy, normal and hard modes or train up in the Free Battle mode. Equally, if you tire of the main game you can try your hand at Endless Puyo where you can play in constant Fever mode, get set challenges to complete (such as doing two chains in a row) in Mission mode or be a purist and go for the original Puyo POP game. So much to do, but so much we've seen before. Although it's a good game, there's no real point in buying it if you own another version except for the WiFi, but if your Puyo cherry has yet to be popped then its worth a play.











STAR WARS: REVENGE

This one seems pretty forced



LAST MONTH WE got *Lego Star Wars*, a game totally reliant on its cute factor. This month we get *Star Wars: Episode III – Revenge Of The Sith*, a game totally reliant on being a *Star Wars* game. Oh dear.





Some of us don't like *Star Wars* that much, while some of us take it all far too seriously. In fact Miles was frothing at the mouth one night over his pint of lager-top in the pub that the conversation had to be quickly redirected to ye olde *Star Wars* and how cool Han Solo is. ("But he should shoot him first! He's a space pirate!" "Smuggler." "Pirate!" "Oh shush, Miles.") Such is the only way to satiate an aging fanboy. Let's hope he doesn't read this, even though it's his job and stuff.

Because! Because Revenge Of The Sith is the GBA game Version 1.5. In the exactly same way Spider-Man 2 had the DS gimmickry slapped on, this has the dubious advantage of having your special moves (in)accessible from the touch screen. (And to demonstrate its GBA roots, the special moves are all available from D-pad and button combinations as well.) Other than that it's just Streets Of Rage set in a galaxy far, far away. Endless Expanse Of Rage perhaps.

Tucked away is the levelling up system. Collect enough green orbs, by smashing scenery (or merely scarring some of it) and defeating certain enemies (though there's no indication which), and you can



upgrade your damage potential and health bars. And that's good, isn't it? That adds a bit of depth to the gameplay, yes? Tell you what does though, you can play as Anakin and Obi-Wan AND they have branching storylines that involve defeating identical looking droids and the odd space ship shooting section.

It doesn't look good, doesn't play good and the DSness is moot. But still, if you like *Star Wars* you might like it.*



*By order of management.



REVIEWS REVIEWS REVIEWS

Return to the green, green hills of Hoenn



So are you up for it, all over again? It's either this or puppies

POKÉMON EMERALD IS hardcore. Not Tera Patrick hardcore (though she does look like Espeon), it's hardcore Pokémon battling, training and levelling up. You might have finished Ruby and Sapphire, you've probably breezed through FireRed and LeafGreen on half remembered strategies and tricks, but this is something more.

"It's just another expansion game made to line Nintendo's pockets even more. It's not like there's not thousands of Pokémon games, toys, merchandise, cartoons, movies, an unbelievable amount of stupid wee critters to catch, train, make happy, breed so you get stronger versions, trade and try to get a shiny version of... don't get me started on the Trading Card Game... surely Nintendo has enough money to make a proper new Pokémon game rather than palming us off with yet another expansion game that's just made to line..." Jesus, these voices have got to stop.

Upon returning to Hoenn you'll notice little differences, the Pokémon moving your stuff are now Vigorths instead of Machokes, the text font is the same as FireRed/LeafGreen, and your character's clothes have changed! "You really didn't need that exclamation mark there." Huh? Shut up.

Seriously though there are important changes, and some less important but nice touches such as Pokémon animations when they enter battle. The main change to the story is that you don't choose sides between Team Magma and Team Aqua - here you have to sort both of these nefarious cults out. This of course means that there are a lot more Pokémon

> to catch for your dollar and you get more of a chance to catch the legendary



Pokémon: Rayquaza, Latios, Latias Kyogre and Groudon. An easy to catch Mew is tucked away, but you need to go to the Nintendo events to get the tickets, or upload them from Ruby or Sapphire. You'll still need the Nintendo download to get Lugia, Ho-oh, and Deoxys. (Deoxys this time comes in a speedy version to complement the defensive and attacking stats of the Ruby and Sapphire versions.)

Some other slightly less impressive changes include the Abilities. These now have effects outside of battles, such as enticing more higher level wild Pokémon into battle so you can catch 'em. Move tutors teaching TMs from Red and Blue

are now abundant and there are five new Berries that help control the happiness of your Pokémon. "Bit like Prozac then." Shush, jeez... you can also gain items from each battle depending on the level of your Pokémon and your luck. "Aye, luck that's been mathematically worked out."

If you've already done Ruby and Sapphire then there will be plenty of déjà vu for you







EMERALD

but if you power on to the Elite Four and beat them then you'll gain access to the Battle Frontier. Here all your battling dreams come true. "Apart from the one where you actually earn experience points for all your battling, not just the stupid badges." Go away! At the Battle Frontier you take part in battles with stipulations on how many Pokémon you can take in, whether you control them, two on two, one on one, without knowing which Pokémon you'll use, winning on a judge's decision and so on. "And on." This all opens the game up for more strategising and really "Really?" puts the emphasis on owning and training your 'mon to specific levels.

So Emerald is hardcore – gym leaders have been made more difficult, the Elite Four have upgraded some of their Pokémon and eventually you'll get to

battle Steven, the real champion in Emerald. "It's like the Red fight from Gold and Silver, remember that? That gave you what, ten more minutes battling?" You can also trade between Ruby, Sapphire, Colosseum, FireRed and LeafGreen, so you can build up your... "The thing is though whether you are such a Pokémon nut to buy it again, play through it all again, raise some of the same critters again, just to fill your National Pokédex. Of course the real pleasure comes down to battling your friends, but if you've been doing this from the start it's a certainty that you've either out grown it or your friends have. Basically if you don't like Pokémon, then you mightn't... " Hey! You've ruined this review. "What you going to do? Call the police?" I might! Gosh!



It seemed funny at the time, it's even funnier now.













REVIEWS REVIEWS REVIEWS

NORK 5: TEAM PROTO

Not the Mega Man WE CAN'T PUT graphs in CUBE (he's rubbish)

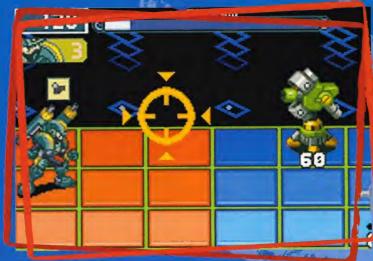


from So Solid Crew because Lewis gets grouchy when you ask him to do anything that deviates from colouring in, but you need one to show how Mega Man rewards time with awesome gameplay. After five minutes, you're not convinced the idea of chip-battling works. After a few hours, you've got a few decent chips ready to go and are starting to get a grasp of the game. After a few days, you're fully hooked. The graph would be one of those silly graphs that starts with a gentle slope and ends up flying off the paper. Then again, we could forget the entire graph thing and just say "rewards time with awesome gameplay." Which we did. Writing reviews is a confusing business.

> Even more confusing is trying to describe the gameplay in a concise



Let's have a caption competition for this, write in...



paragraph. It would probably take the entire review to explain, which would be as boring to type as it would to read, so here's our best attempt at a distilled version. You fight things on a small grid using different chips as weapons. Some chips attack the back row, some smash huge holes in the grid, some are status attacks, it all varies. As with previous Mega Man games, there's a random element to proceedings - the five chips you can pick from are picked for you - so the game is ultimately is about collecting chips and whacking the right combinations into the folder that they're picked from. This is getting confusing already. Needless to say, it's about collecting chips and setting them up correctly, which is far more engaging than it sounds. We've made it sound rubbish. It's not.

Megaman Battle Network 5: Team Protoman is needlessly difficult to get into thanks to its convoluted gameplay and love of unnecessary menus but once you're there, it's brilliant. In the same way that Pokémon is about collecting stupidly coloured monsters and Yu-Gi-Oh! is about collecting stupidly named cards, Megaman Battle Network is all about collecting stupidly hard-to-find chips. You can dip in to add a few more chips to your collection or throw yourself into a whirlwind session that lasts hours, tinkering with your chips folder and mucking about without actually playing the game at all. It's the reason handheld gaming exists - perfect for

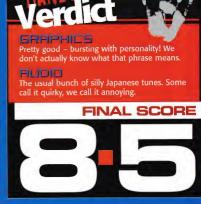




long-term hauls on the 12.15 to Cardiff, equally perfect for a short blast while waiting for Michelle Ryan to appear on EastEnders. Hell, you might not even look up rightaway when Michelle Ryan finally appears – it's that good (you will look up eventually, it's just it will probably take longer than usual. That's all we're saying).

You want to know the best bit about Mega Man? Right after this fight, you...





Flipping boring

SINCE PAC-MAN munched his first pellet back in 1981, the gaming world hasn't been able to get enough of the Edam shaped hero. So we came to Pac-Man Pinball with high hopes - after all, Pac-Man plus pinball? What could be better? Unfortunately a swift stab in the eye with a Philips screwdriver would be far preferable.

Not that Pac-Man Pinball is all bad, the idea itself is worthy of a point or two. Pac-Man has been sent on a mission by Professor Pac to rescue the residents of Pac Land who have been kidnapped by the ghosts Pinky, Inky, Blinky and Clyde. This, for some bizarre reason, results in Pac-Man being turned into a pinball. Okay, so the story's lame but let's not get sidetracked. The point



is we've got Pac-Man, Pac-dots, and massive scores on offer. Woo! Equally whoop-worthy is the ability to play mini-games during the main game, such as collecting Pac-dots while trying to avoid being hit by the ghosts, as well as the chance to buy power-ups like extra lives, extra fruit and Ms Pac-Man. Yes folks, you can also play as the bow-haired "beauty" who appears on the screen alongside Pac-Man. This does mean you have to juggle two balls at



once, but the simplicity of Pac-Man Pinball means it doesn't throw out much of a challenge. In fact, the game in general requires very little effort. Just keep wiggling the flippers, and eventually you'll achieve your goal, if you can stay awake long enough. Although you can say that about many pinball games, this one seems particularly lacking in the challenge department. Whether this is because Pac-Man Pinball is aimed at kids or whether Namco's development team all booked their holidays at the same time and had to whip this out in a few weeks is unclear, but we'd opt for the latter considering that the game only features four tables, two of which are just lame variants...sorry, "classic versions of the regular ones. There's Pac-Village, Pac-Village Classic, Haunted Boardwalk and Haunted Boardwalk Classic, and other than a cosmetic makeover the classic tables are the

Thank heavens that Namco and Bandai have teamed up, so Pac-Man may get his juju back sometime soon. The sooner the better we say, because we don't need any more dross like this cluttering up the games cupboard!

same as their regular counterparts. How

crap is that?













ASTY WARRIORS

China in your hand



WITH THE RECENT announcement that Dynasty Warriors will be coming to the DS the GBA version seems to have been woefully cast aside like last year's FIFA game. Compared to the DS's 3D graphics and flash technology it's easy to see why Dynasty Warriors Advance's 2D graphics and basic "hit @" gameplay may seem like vanilla ice-cream compared to the DS's triple-chocolate treat, but you know what? Vanilla may be simple, but boy can it be tasty.

Dynasty Warriors Advance takes the basic elements of the PS2 games, with the return of the Shu, Wu and Wei, the dynasty warriors who have to rid the provinces of enemy forces. Being a GBA title the number of characters are limited.



Liz with cramps and not enough chocolate. Scary



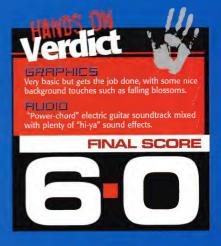


At the start you are restricted to nine characters, including favourites Cao Cao, Zhen Ji, Liu Bei and Sun Shang Xiang, each of which has strengths and weaknesses although every character has the ability to level up during the game as you gain more experience and collect additional weapons.

The biggest change with Dynasty Warriors Advance over its PS2 counterparts is its board game style gameplay. Unlike the free-roaming environments of the console versions, the GBA game is set out on a Risk-like board where you can only move one/two steps at a time towards the enemy troops. Each "player" (you, your CPU team and the enemy forces) take it in turns to move, although you can lose a turn by failing to complete a battle within the set time frame. However, if you complete a battle within record time then you gain a turn - something that is vital to do if you want to keep on top of the enemy forces. As you battle the screen changes to an isometric view of an environment and it is here that the real fun begins. Like a traditional hack 'n' slasher, you come face to face with a barrage of enemy forces who must be defeated using a skill us professionals like to call "button mashing". Simply hammer the @ and @ buttons until all your opponents are defeated (or your thumb breaks), but try not to lose too

much health in the process otherwise its game over. Thankfully each enemy you kill increases your Attack meter. Once full your special attacks level up, which can be unleashed by pressing the L button. These are particularly handy when you're seriously out-numbered or when facing the end of level bosses.

The game in general is relatively fun, although the hack 'n' slash element gets tiresome after a while. Still, Dynasty Warriors lovers will inevitably lap this up, although we do suggest taking a course in Japanese if you want to get the most out of the wealth of stats and information on offer.



Dragon balls

AFTER READING TIM'S review of Dragon Ball Z: Budokai 2 back in Issue 44 you will probably be aware of two things: 1) the **CUBE** team loves fighting games. 2) the CUBE team don't really care about *Dragon Ball*. But Hands On came to this adventure with open arms and an open mind, mainly because the powers that be ordered us (well, Tim) to stop comparing everything to the mighty Street Fighter III [what, so I can't compare a good fighting game to a bad one, where's the sense in that? - Tim].

There's at least one thing going for this game - you certainly get value for money. It's crammed with Dragon Ball goodness. Not only do you meet a variety of the stars from the show, such as Roshin, Krillin, Emperor Pilaf, Bulma and King Piccolo but you also get to face the Red Ribbon Army, fight in the World Tournament battles and fly about on the Nimbus Cloud of Roshi. We can hear Dragon Ball fans across the nation literally bursting with glee.

In addition to the plethora of *Dragon* Ball characters and show highlights, the story mode also features a veritable gumbo of game styles, from straight-up, built for beef platform levels to boss fights and beat-'em-up battles, with a few mini-games, training levels and sky



battles thrown in for good measure. Whether this is a tasty dish is another matter however, as some stages (namely the platform ones) are desperately longwinded and repetitive, although kudos to Banpresto for attempting to make the game non-linear with the inclusion of multiple routes in some of the stages. Equally, these stages have numerous items that you can pick up, including level-ups for Goku's Magical Stick, so there's always a reason to return to the game once completed. As well as this, once completed you unlock mini-games, new characters to fight with in the one-on-one or Link-up modes plus you can replay the Story mode as baldy Krillin.

Sadly, it's just very difficult to get excited over Dragon Ball Advance Adventure. It's one of those games that caters entirely for fans of the show, so those of you who are new to the DB universe might feel left out in the cold. Then again, who else but Dragon Ball aficionados are going to buy this game anyway?



CE ADVEN





DIRECTORY

The GameCube has a directory and the DS got all jealous, so here's a directory that's just like the one for GameCube, only it's all about the DS. And everyone's friends again!



HANDS

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
					NITCC	. 1
Asphalt Urban GT	Gameloft	In-House	1-4	41	NTSC	4.1
Dull arcade racer that forgets t	here's a touch sc	reen.				
Atari Retro Classics	Atari	In-House	1-4	44	PAL	6.0
Rag tag collection of dubious c	lassics, with graf	fiti!				
Daigasso! Band Brothers	Nintendo	In-House	1-8	43	NTSC	8.9
Make plinky-plonky tunes with	your friends.					
Electroplankton	Nintendo	In-House	1	45	NTSC	7.8
Make plinky-plonky tunes on y	our own!					
Kirby: Canvas Curse	Nintendo	HAL Laboratory	1	45	NTSC	8.4
Like Touch & Go but a bit faste	r.					
Meteos	Bandai		1-4	45	NTSC	9.2
Addictive little puzzler that makes you want to play it more!						
Mr Driller: Drill Spirits	Namco	In-House	1-4	43	PAL	7.0
A good little puzzler that does	n't work well wit	h the stylus.				
Pac-Pix	Namco	In-House	1	45	NTSC	6.9
Not such a good little puzzler, but Pac-Man's in it!						
Pokémon Dash	Nintendo	Ambrella	1-6	41	NTSC	4.0
Horrible, horrible racing game,	but with added	Munchlax.				







Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

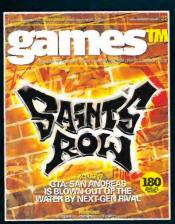
Action



DIRECTORY SSUE SEVEN HANDS ON 087

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Issue 32 out now!

ETWORK

Putting something witty here each month is hard. We suggested a picture of Liz instead but that idea got poo-pooed (by Liz).

A 'reader' writes to say: "Tim couldn't tell a joke to save his life and Chandra is way funnier." Oh, how we laughed! Except Tim.

Monkeys that cheat. Simians that twist the rules. Primates that... there aren't too many ways to reword this. Let's move on.



something new about Beat The World, but what? That's right! It's now on page 96 instead of page 94!

REGULARS

Unrelated letters that only make sense if you have an Action Replay. Kind of like hieroglyphics. But not like them at all.

RECTORY

Last month, we snuck a picture of Jenna Haze into the mag. This month, Girls Aloud. Yes.

explain what this page is about in this small box here: THE BACK ISSUES ARE ON THIS PAGE!

NEXT MONTH

130 Oh dear, we've run out of jokes. Next month - we'll try to think of some more.

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VIEWPOINT

You don't only have to send letters, you can send sweets too!

KEEP WALKING

Dear Sir/Madam
Please can you send me Resident Evil
walkthrough for Nintendo GameCube
please thank you.
Yours faithfully
MR PETER BURLING, LEEDS

CUBE: No. Buy the last three back issues. We need cash to impress girls.

FEED THE TEAM

To Tim, hope you are all well in the CUBE office. I felt a bit sorry for you guys the other day with all the talk of Highbury being in debt and you all not being certain about your jobs. I thought it was time for a little care package to cheer you all up a bit! Included is:

Dazed And Confused on DVD Six Fudge bars, one for each member of the team

One Dairy Milk bar for Lizzy One CD of Seventies music Paper aeroplanes to make Assorted stolen stuff from our stationary cupboard

The DVD is a present for you for being a good guy on the forum and a quality reviewer. I hope you like it, it is one of my favourite films. Feel free to lend it Snorlax too – top bloke as well! I am entrusting you to share out the Fudge bars to everyone in the CUBE team (none to XBuM or lamesTM!). Liz gets an extra Dairy milk as she can't even afford a haircut... poor girl. The CD, aeroplanes and pens are just stuff I have stolen from work. It's free so don't moan!

Keep up the good work on the mag and pass on my best to everyone there. I enjoy your mag every month and this is my small way of saying thanks. All the best. PETER, LONDON

CUBE: We love you Pete.

A BRIEF HISTORY OF TIM

Hiya CUBE! Just wanted to say I love your mag and I buy it every month. You guys are so damn platform friendly and I think that's great because I'm bored of the whole console wars thing. Each console has its own unique games and positives so there is no best console, only a favourite depending on what you like. One of the GameCube's best exclusive games is *Tales Of Symphonia* in my opinion and I love this game to death! I've already completed it twice since I bought it and the battle system is



Here's bit of *Resi 4*, remember the first time you saw him!? Scary!

nothing short of amazing. I thought it was harsh of Tim to include that spoiler in his review, I didn't think it was obvious. there's a similar twist in the *Final Fantasy VIII* story but in Issue 42 he rated this game as one of his favourites. Hmm. I just think more people need to play this game cause it's wicked, I prefer it to *Resi 4* actually (too short) and its probably the "funniest" RPG I've played since *Chrono Trigger*.

CUBE: Tim says: "I'll spoil it even more and let on that Kratos starts off good, turns bad, and then... blimey! He turns out to be good all along. Didn't see that one coming, woah what a startling...*press ©*... revelation."

GET IN TOUCH

You've got no excuse not to get in touch with CUBE. We're always waiting to hear from you, because we love you!



To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk



CUBE, Highbury – Entertainment Ltd, St Peter's Road, Bournemouth, BH1 2JS



TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.



PHONE

Call the CUBE team any time between 4pm and 6pm weekdays on 01202 209335.



FAX

Or you can send your letter to us by fax on 01202 299955.

WHO IS NINTENDO KIDDING?

Not you lot, that's for sure

This is a letter for the disgusted reader who thinks that Nintendo shouldn't aim at children. Has it ever thought that most adults ain't interested in fat Italian plumbers (Mario) or a child who has a sword to defend evil (LOZ) because they are what a lot of 11-13-year-olds are mostly interested in. Also children get money too although not as much as adults but it is children who get their parents to buy them games for their birthday (Santa does it at Christmas). Lastly I would like to say the mag

is brill even though I had not read them since Issue 42 (sorry) your mag is great.

CALLUM, VIA EMAIL

PS Tim couldn't tell a joke to save his life and Chandra is way funnier. Four Swords rules and if you print my letter I will send you all chocolate.

CUBE: You made Tim cry. Now make with the chocolate. Crisps are good too.



And trousers of time

I hate it when people always slag off the GC, Yeah, sure it's not a good console but it's still a console, also when you walk into a shop (eg Virgin Megastores) the lack of GC games makes me angry, and then near it a whole row of Xbox games and PS2 is really disturbing, since there's a vast variety of game choices there, while the GC has about 6!

Now my next complaint is when people slag off the DS, it's most likely, the BEST hand-held console Nintendo has released, with the dual screen format, the WiFi system and microphone it makes it a great console, but still people who want the PSP say that's better, heck it has no flap which means it could get easily damaged, and I think Sony

have copied of Nintendo, releasing a handheld (but my friend said that they started making the PSP before Nintendo released a hand-held, but I don't believe him). So there you have it.

LIAM MULLAN, VIA EMAIL

CUBE: Your friend is an idiot.



I'm sure you have better things to do and this has been the first time I've ever been inclined to write to you, but please at least read my letter. I went through Issue 44 and found a few things that interested me so here I go. First of all in one of your boxouts about the DS and this bear that will be the new face of DS, you said that the bear should be using his tail as the stylus BUT bears don't have a tail long enough to use as a stylus so unless you want a picture of a bear with a DS up its arse think again. And another thing that annoys me is the fact that people like Craig with his SSBM vs Roque Squadron are idiots and don't realise that you are just weighing up the pros and cons of a game to give a personal opinion (by the way I think both games are cool).

Oh and the pic of Vexx on the letters page - don't you think that he looks like a more evil version of Tak? Oh and why do you have a random pic of Pikmin on the other letters page? Umm and one last thing - where can I get the Zelda soundtrack CD I've been looking of it for ages and haven't found it. Be expecting lots of other letters from me cause I have lots of opinions about the mag! JOSH MATHEWS, VIA EMAIL

PS Why is there so much blasphemy in your mag with the adverts for PS2 and Xbox things. I don't mind the RC cars and the DVD players but why the hell PS2 and Xbox in a GC mag!

CUBE: You clearly haven't seen that bear's tale/stylus in action. Anyway,

we found the Zelda soundtrack on Amazon for a rather steep 23 quid, so take a look on there if you want it that bad. As for the adverts, blame our advertising department - we always try to.

EVIL GENIUS

Okay lets get the usual cack out of the way, your mag's great I've been buying it since I bought the GC (well just before). Now on to the gory bit, I bought Resident Evil 4 a few days after it came out thinking that it was gonna rock. Well it does, almost too well, I've barely had any sleep as it keeps drawing me back into its parasitic grip. But there are a few things that bug me, first why did they change the name of the series from the Japanese Biohazard to Resident Evil. I know it worked for

> the first game but since then the title has made no sense and why haven't they done this before.

I'd also like to say that Nintendo had better take note as Capcom has done what Nintendo have been saying they will do for the past couple of years, they evolved the RE

series, Nintendo need to do something like this with their flagship titles as they are becoming a bit stale, maybe that's just me. I have been playing them since the NES days (and yes I mean NES. People keep trying to say that I mean the SNES!). All I hope is that the new Zelda game will be as good. If not be sure to show them my way as I have a few ideas up my gamer sleeves. PAUL SEDGMORE, 20, LONDON

CUBE: Dunno, Biohazard is a pretty cool name, but they can't use it over here for some reason. You're right though. Nintendo needs to take a good look at it's big franchises and decide very carefully where each one is headed.

FUNNY MAN

Hey CUBE mag and everyone who makes it. This really is just a tester letter to see if it gets in. If it does I'd like to say that I'm a massive Zelda fan and I absolutely love the pics you put in Issue 43. They were great and also Miles is funny when he's drunk as in funny strange funny. So then since you're putting both the old an the new DVDs in the next issue I'd also like to know two more things:

1. Who is gonna run the review of the new Zelda game?

2. When is it coming out? Thanks a lot guys oh and my name's Jordan and I'm 14.

JORDAN, 14, VIA EMAIL

CUBE: 1. Us. 2. End of the year (yeah, right, as we've seen in the past these things never come out when their supposed too). Miles says just to call him Uncle Squeezers. Dunno why, he just does.





release list for the coming months? I have played Feel The Magic to death as I've had it since just before Christmas (such a good game) and I'm done with Mario. If you don't do you have any idea when Sonic DS is coming out? And also if Kenshuui Tendo Dokuta will be getting an English translation?

As all regular readers of CUBE will know you guys aren't the biggest fans of Sonic Heroes (understatement of the year award goes to ...) which is fair enough. We can't all like the same things. But do you have something against Sonic Team? I only ask after reading your piece about Shadow The Hedgehog in the GCN section of Issue 44. It seemed very negative with very little backing for your negativity. Do you guys not like Sonic Team? Or maybe just the Sonic series? JAYMS NICHOLS

CUBE: The problem with Sonic Team is it's been a bloody long time since it actually did anything good. When it gives us a reason to be positive, we will be.

RED, OLD AND GREEN

Although I'm probably not the oldest GC owner (at 42), reading through your magazine I thought I'd add my thoughts to some of the issues in your letters page.

1. You were right in your reply to Ash, whose GC broke down. I don't know how old he is, but get some years under your belt and you'll learn that at some time electricals break down (unless you replace them beforehand). 2. I'm on my third GameCube, first one was nicked by my ex wife, second was

burnt in a house fire and third I still have. Nonsense I know but I thought I'd just add that.

3. I own an Xbox and GameCube, the question of "my console is better" should have been left in the playground back in the days of the SNES and Mega Drive.

4. People shouldn't worry too much about what next gen machine will be the most powerful. The important thing is what machine will be the most successful. This generation has proved that multi-format titles will always be produced with either the lowest common denominator or the most successful first. Any Xbox and GameCube owner knows that too many

games don't look significantly better on that machine than they do on the PS2.

5. I own a DS, I may buy a PSP also, I have heard so many shop employees (Gamestation and

Game) saying that graphically the PSP is better and I should wait for

that one. "The PSP can produce PS2 graphics!" they cry, well forgive me for being a bit anal in this, but the thought of PS2 graphics on a screen so small that you don't get the chance to appreciate it is lost on me. I also have the same view to those DVD players with a 6" screen. I like puzzle games and handhelds are the only place you really get the best ones. I have really enjoyed Halo 2 and Resi 4, to name just two, my console TV is a 32" wide screen jobbie and I couldn't imagine that level of beauty on such a small

screen. The Resident Evil games would just

Kids like Jungle Beat 1.2 points more than us!

Yo dudes @ CUBE my mum won't let me get Alien Hominid cos she thinks it's too stupid! Please tell her how realy good it is. Do you think it's fair? Oh yeah can I mention how good Donkey Kong Jungle Beat is, why did you rate it 8.0? It should be 9.1 or 9.2 or something.

I'm really stuck on Durian Kingdom, so please help me out here.

HARRY ADAMS, 12, DROITWICH SPA PS why don't you make cheats discs any more!

CUBE: Well it's both good and stupid, so you're both right. Chandra did Durian Kingdom on his first go and his advice is "...tell him to pull his finger out." So there you have it.



not look right, some games can transfer well onto a small screen, Nintendo has proved that but I look at PS2 titles and struggle to think of any that would do

The DS is about games, Nintendo's experience in the handheld market is plain for all to see. Sony will no doubt have the street cool, but it will not have that essence of what handheld gaming is about. It's just so sad to think that in this image "cool" world we live in that style over substance will no doubt win. DAVE PONSFORD, VIA EMAIL

CUBE: We're just lucky that we have both style AND substance.

MMMMMMKAY

the small screen justice.

Dear CUBE, I have bought this magazine the second time and it is the second time I have ended up ripping it to shreds. Just because you don't like the game you literally slaughter the game by chatting crap. LOTR 3 was given a 6.4 rating and didn't have and optimistic review of the game. The problem is that I thought this game was superb and probably millions of others because two weeks after it had been released I went to buy it but I had to go to every games shop in north London. There are 200 shops and nearly all the ones I visited had sold out of all their LOTR 3s. If its got such a crap rating how come it sold really well,

Similar with the Dragon Ball Z 2, it sold loads of units on the PS2 but because of your crap observation the game won't be as successful and you lot moan GameCube isn't as successful. Well because people like you lot are bad critics and deter people from buying the game. About 20 of my friends all told me not to buy this magazine because they had crap analytical skills whereas NOM is much more precise and what's with the CDs. You literally recording the TV when playing

which is so cheap. Can't you afford to do better, probably because you lot are really stingy. Oh yeah -Ryan, Trunks doesn't have grey hair it's light purple. ANDN



CUBE: Two words - FIFA Street. Now more words to explain those two - just because something is successful, it doesn't mean it's actually any good. FIFA Street is an abomination of a game, yet the public went out and bought it, enough to keep it at the top of the charts for four weeks running. Similarly - The Da Vinci Code, Will Young, The Matrix films, GoldenEye: Rogue Agent, Dido, and yes everything about The Lord Of

The Rings. "But, but, but they sold really..." Shut up! It's a matter of taste, of not swallowing what you're force fed through the telly and having a frickin' clue. DBZ 2 is a rubbish fighting game, Kid Trunks' hair is grey, and anyway, it's not like the public actually pay attention to what we score games, FIFA Street got 4.1 yet "top of the charts for four weeks". Quit your whining. Aye, NOM's class... right.

We want your text!

ON THE NET I SAW UK RELEASE DATES FOR LOZ SET FOR AN OCTOBER RELEASE. IS IT TRUE I ONLY GOT A FEW MONTHS TO WAIT 4 MY DREAM GAME? (SOZ RE4) PS UR MAG ROCKS. CUBE: That's what they're saying at

HOW GOOD IS THE REVOLUTION GOING TO LOOK. GC HAS AMAZING GRAPHICS SO WILL REVOLUTION LOOK LIKE REAL LIFE OR WHAT? CUBE: It's hard to see how things will get

WHY DID YOSHI CROSS THE ROAD? CUBE: Presumably to avoid getting blatted by a pesky Shyguy.

PI'UE TRIED CALLING BUT YOU NEVER PICK UP. PLEASE REPLY TO THIS WHEN YOU RECEIVE IT. I NEED TO THER TO YOU. CUBE: Wrong number dear boy.

IF I WAS CHANDRA I WOULD OF SNOGGED STACEY KEIBLER AND NOT CARE IF I GET ASS KICKED BY WRESTLERS SHE HOT LIKE MUSTARD. CHANDRA IS LUCKY DOG 4 REAL. CUBE: Yeah, he smooth like-a da honey.

PEOPLE WHO THINK NINTENDO ARE THEIR FRIENDS. THEY ARE IN IT FOR THE MONEY LIKE SONY AND MICROSOFT. CUBE: That's the legacy of Nintendo's glorious past, and hopefully the future.

OW OW OUTSPAN!

A package from the Transvaal, how strange!

choice when it comes to

gaming and that is either

get a PlayStation 2

You are not only the best GameCube mag but also the only GameCube mag we get where I live. Let me tell you about myself and you will all understand. I live in Johannesburg in South Africa and I am but one of the few people in SA that owns a GameCube. You see here in SA you only have one

> or you don't anything. Nobody in SA even has an Xbox unless they imported it because nobody stocks it here. That is how bad it is here concerning gaming. Though only two chain shops in the whole of SA stock GameCube games and accessories (Toys R Us and Reggies)

the support is atrocious. We only get the major releases and the prices are so high it's unbelievable.

But my letter is not to get sympathy from any of you lucky lucky people living in a country that actually supports gaming to the fullest, my question is this: I am a huge Resident Evil fan, and I recently got Resident Evil 4 and it is brilliant. Probably one of the best games I have ever played. I have finished it twice already, finished Assignment Ada and the Mercenaries sub games and still I am not tired of it. I also have Resident Evil 0 and 1 and Code: Veronica X but here comes the point. None of the suppliers in SA stock Resident Evil 2 and 3 and I so badly want them to complete my Resident Evil collection. I know they didn't score that well and they didn't receive a makeover like Resident Evil 1. but I would still like to have them. Could you please give me an internet site in the UK that can supply them to me because I am desperate? Or better if you have a copy or so lying there in your offices wouldn't you be so kind as to send them to me? Thanks for the wonderful mag and keep up the good work.

YOUR BIGGEST SA SUPPORTER, VIA EMAIL

CUBE: Amazon.co.uk doesn't ship outside Europe but you're bound to find someone who will if you surf around a bit.

FURUM FRENZY

Yer ma. What? Imagonna... These are popular in-jokes on the Forum, why not join and make your joke a catchphrase. It'll make you funny for five minutes then hated for the rest of time.

WE DON'T GET many freebies as we're a Nintendo mag. The PS2 and Xbox mags get jetted off all over the place, taken out for meals and everything. Sure Chandra got to see Wrestlemania but that was THQ taking him, Nintendo? Nothing. Nintendo must hate us or something. So it came with great surprise and pleasure when all this chocolate and gifts started turning up in our pigeon-hole. Who was it from? It was from the people that matter, the readers, the forum members, people like these:

name: **USER NAME: OCCUPATION: FAUOURITE GAME:** **FaustsHausUK** Online geek The Secret Of Monkey Island (Amiga)

Please comment on why something as irrelevant as gaming plays such an important role in your so-called life: From the age of six, I've been playing games across a wide number of systems. They've kept me



company when I've been alone, they've added to the fun of social gatherings, helped me form a common bond with friends, made me more endearing to girlfriends, given me something to blow wages on... but most of all, they've entertained me when TV fails. Aside from all that, I like beating several bells out of squeaky Japanese girls, running down old people and bouncing around pastel pastures without the legal implications. Where else can you do all that?

- "I just whispered "yes Lewis" when I saw it." Imagonnawin
- "Most forum frenzy "posts with the mostest" suck."
- "It just came, oh yes. Bye." Sean-Mill
- "I like curling myself up in my bed sheets in the style of a sausage roll. "I am the sausage." I mutter to myself, before falling into a deep sleep." Paul Your Skin Back
- "But the picture os the media are painting that these inre os the media are painting that these insurgents are running the country."
- "I've met Rick Waller. He's huge, and has tiny T-Rex arms. I don't know how he gets all the food into his mouth." **ApocalypseDude**

HOT TOPICS...

E3

BAM! SERVERS ALL over the world screech to a virtual halt and you have to sit for hours watching nothing but a download progress bar. You could always look at porn... like Miles here







FRHE ACCOUNTS

HO HO HO! Youse are so funny, pretending to be something you're not. It really amuses



every... actually no, it amuses no one but yourselves, eejits.

Tricky, Zeb's Dead Baby and FaustsHausUK (him on the left) all sent us chocolate and gifts! Gifts! Gifts are awesome, and we love them (the gifts, not the... ah sod it we mean the forum members too). And to Foo Paul for making us the sponsors of Aston Villa in Pro Evo 4, good work!





To find out what all the fuss is about, why don't you check out the forum yourself — if you haven't already. Getting in on the action couldn't be easier...

Get yourself online. It's fairly simple — most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first — it might be a better idea to go to an internet café. If you're very lucky, you might be one of those people who have a computer at home.

STEP TWO:

Type the following into the net browser window: www.totalgames.net then click on the 'FORUM' link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which

STEP THREE:

Er, that's it. Thousands of you have already joined in, so it's obviously pretty simple – heck, even the CUBE team did it.



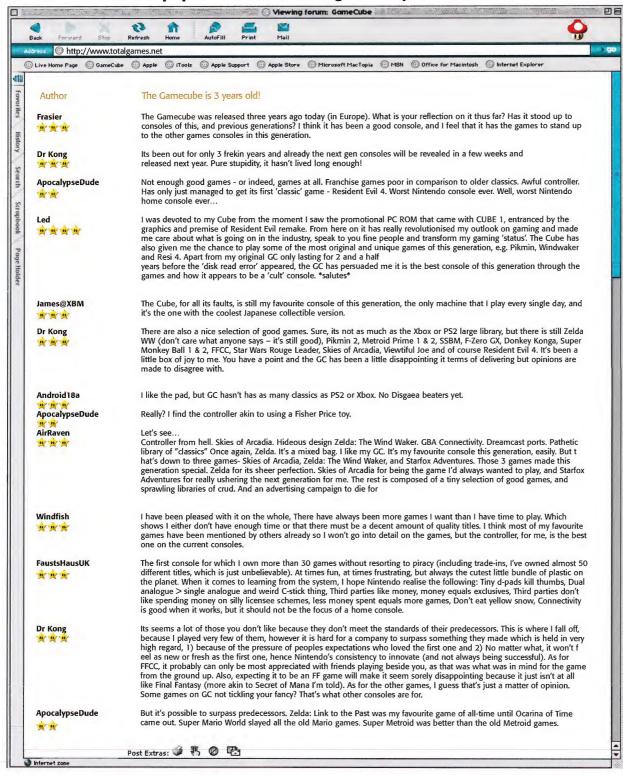




THREAD OF THE MONTH



Bile, detestation, anger, all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well-regarded by internet users.



CUBE

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BEAT THE WORLD

Beat the world! Or at least the **CUBE** readers. Well, the **CUBE** readers who own these games, who are good enough to beat these scores, and actually bother to send them in. Beat The World – the name is a lie!

SIMPLY PLAY ONE of the games listed below (make sure you choose one that you're good at, obviously). Beat one of the times/scores, send it in and you'll see yourself in print! It couldn't be easier. Unless you've got your mum to do it for you... or your dad (woah, close one...)



RULES SUCK, BUT WE NEED THEM TO MAKE THINGS FAIR

- Prizes won't be given out because none of you deserve any. Not really – it's just that there are too many categories.
- Enter as many challenges as you like, because you can never have nuff bragging rights in this world, innit.
- Remember the three P's: Photos, philms and proof. We want evidence, and it can only take the form of something we can physically share a bed with. So that's no digital pictures, then.
- Don't play the system. You can't beat City Hall. We should know – we tried.
- Never ever, ever sit down with a pocket full of caterpillars. Ever.

WHAT A PICTURE

WE WON'T BELEIVE IT UNTIL WE'VE SEEN IT WITH OUR OWN EYES

Right, so you've managed to beat one of our challenges. What do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. (Please remember that we can't return any tapes.) Here are some hints for taking the perfect picture:

- Turn off all the lights in your room so that you reduce the chance of reflections on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up.
- Switch off the flash of your camera the light from the TV will be more than enough to illuminate the picture, and the last thing you want is to have your photo ruined by flashing out the screen.
- Try to be clothed when taking your pictures.

We don't want to see a naked you in the TV reflection. Unless... no, we'll leave it at that.

■ Take several pictures, in case you're not very good at something as simple as taking a picture.

Be warned: photos sent by email are NOT acceptable, as they can be easily modified. People that use cheats or NTSC copies of games to get a better score (unless you're entering an import challenge, of course) aren't really very nice, and if you can't trust them with games, what can you trust them with, eh?

YOU'VE GOTTA BE IN IT TO WIN <u>IT!</u>

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us — no proof means no entry, so make sure you post it to the usual address:

I'VE BEATEN THE WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS



MEGA PARTY GAMES

No-one can beat the Set A Spike score

41	Jonas Pettersson
999	Ionas Pettersson
35	Jonas Pettersson
30	Peter Pettersson
59	Jonas Pettersson
	Chris Jones
32	Jonas Pettersson
27	Tim
36	Jonas Pettersson
33	Jonas Pettersson
42	Jonas Pettersson
	Jonas Pettersson
44	Jonas Pettersson
	41 999 35 30 59 33 32 101 27 36 33 49 42 42



F-ZERO GX

Rex McGee still hasn't been beaten

uby cui

Time	Name
00'44"138	Rex McGee
00'48"709	Rex McGee
01'27"614	Rex McGee
01'44"283	Rex McGee
1'49"1288	Rex McGee
	00'48"709 01'27"614 01'44"283

SAPPHINE CH

Drift Highway	00 52 462	Rex McGee
Aero Dive	02'02"750	Rex McGee
Mobius Ring	01'20"669	Rex McGee
Long Pipe	02'24"845	Rex McGee
Serial Gaps	01'17"765	Rex McGee

MEDALA PILA

Cylinder Knot	02'36"049	Rex McGee
Intersection	02'16"241	Rex McGee
Double Branches	02'35"118	Rex McGee
Half Pipe	02'33"603	Rex McGee
Big Blue: Ordeal	02'40"192	Rex McGee

HAMIONID CUP

Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

District Control

Screw Drive	00'52"246	Rex McGee
Meteor Stream	01'22"069	Rex McGee
Cylinder Wave	01'48"459	Rex McGee
Thunder Road	02'36"097	Rex McGee
Spiral	03'16"412	Rex McGee

SPECIAL DITRA TRACK

Mute City: Sonic Oval 00'32"124 Rex McGee



Don't look here, look over there. We've Resi 4 to Beat The World! What are you scorin'?



1080° AVALANCHE

Snow! Snow! Snow! Snow! Snow! Snow!

Insy

Course	Time	Name
Ski School	48'68	Jonas Pettersson
Tenderfoot Pass	42'96	Jonas Pettersson
Frosty Shadows	46 54	Jonas Pettersson

HARR

Course	Time	Name
Power Threat	44'40	Jonas Pettersson
Tree Top Trauma	1'03'32	Jonas Pettersson
Grits N' Gravy	51'88	Jonas Pettersson
Trestle Trouble	1'20'97	Jonas Pettersson

MOER

Course	Time	Name
Revolution Cliff	1'06'48	Jonas Pettersson
Midnight City	1'32'19	Jonas Pettersson
Rotted Ridge	1'01'62	Jonas Pettersson
Diesel Disaster	1'10'38	Jonas Pettersson
Sick with it	1'21'97	Jonas Pettersson
PROPERTY.		

Course	Time	Name
Top Tree Mama	1′02′78	Jonas Pettersson
Treble Tussle	1'20'81	Jonas Pettersson
Evolution Riff	1'06'36	Jonas Pettersson
Sid's Night Midi	1'29'87	Jonas Pettersson
Dazzlin' Teaser	1'10'24	Jonas Pettersson
Wit's Thicket	1'21'89	Jonas Pettersson



Ha ha, yeah that impression still makes us laugh, well it's more amusing than "It's-a me!"



RESIDENT EVIL 4: MECENARIES

Kill many people, get top score

Kill many people, g	get top score
Village	
105, 510	Chandra
64, 445	Tim
Your Score!	Your Name!
Your Score!	Your Name!
Castle	
Your Score!	Your Name!
Your Score!	Your Name!
Your Score!	Your Name!
Island	
Your Score!	Your Name!
Your Score!	Your Name!
Your Score!	Your Name!
Island 2	
Your Score!	Your Name!
Your Score!	Your Name!
Your Score!	Your Name!



SOUL CALIBUR II

It's that bloody stage of history again..

Course	Score Name
Time Attack – Std	2'27"88 Fergus Crichton
Time Attack – Alt	2'32"06 Dave Every
Time Attack - Ex	54'16"99 Ryan
Extra Time Attack – Std	2'04"32 Dave Every
Extra Time Attack – Alt	3'55"42 Dave Every
Extra Time Attack – Ex	4'53"38 Dave Every
Survival	24 Wins Craig Ross
Extra Survival – Std	83 Wins Aaron Kleemanr
No Recovery	49 Wins Dave Every
Sudden Death	33 Wins Jonas Pettersson

GHEAIING MONKEYS



What do monkeys do when they're bored? Pretty much the same as us. Pick their toe nails, read the newspaper and talk about Zoe Slater off Eastenders while half-watching TV

MAT HOFFMAN'S PRO BI

If you were interested, we'd say that you could unlock Vanessa in the LA park by doing a 20,000 point trick in front of the girl sitting on the brick building. Just as well you're not interested, really.

UNLOCKABLE HOW Adrenalin meter full

All music tracks

Fiery hands and feet **BMX** costumes **Elvis costumes** Invisible bikes

Level select No onscreen displays Perfect balance

"Gear" rags



Down, Q, Q, Q, E, E, E . Left, Left, Right, Right, Left, Down, 3, 3, 0, 0, E, E P, S, Left, Right, Left, S ₽, 🖪, 🖪, Up, Up Down, Up, Left, Down, Right, Down, Left, Up ©, Right, Right, &, Down, © Down, ©, 9, 0, 6 Down, Up, S, Down, Up, X, Down, Up, 🦠

🦠, 📵, Left, Right, Left, 🦠

Bigfoot Day Smith Mime All levels **Boston** Chicago Las Vegas **Los Angeles New Orleans Portland New outfits** Bling 540 Street bike Tiki Battle mode Vanessa

Volcano

"Vegas" rags Nastazio videos Kowalski videos **Robinson videos** Hoffman videos Escamilla videos Wessel videos

Alcantara videos

E. S. O. O. S. O. O. R □, Down, ②, ③, Down, ③, ⑤, 3, Left, Right, Left, Right, Left, Right, 🖃 🖃, Up, Up, 🦠, 🗣, 🖫 Kimbrough videos B, O, O, B, O, O, B **Tabron videos** 🗈, Right, Up, Right, Up, 🌮 ©, Up, Down, Up, Down, & ©, Left, Right, Left, Right, Left 🚱, Right, Right, 🗈, Down, 🚱 🌮, Up, Down, Down, Up, 🜮 ₽, Up, ③, Up, ⑤, ₽ P. E. Left, E. Right, P. P, Left, ©, ©, Left, P 🎱, Down, Right, Up, Left, 🚱 P, Q, Q, B, B, P X, 🖪, Down, Up, 🖃 ②, ②, Left, Left, ⑤, Left 🔾, Left, Left, 🖪, 🖃, Left □, □, Down, □, ∅, □ 🖹, Down, Left, Left, Down, 🚱

ⓐ, Up, ②, Up, Up, ◎

🗣, 🖪, 🖪, Up, Up B, P, 9, 9, P, P, P, E

🖃, Up, 🙆, 🗐, Down, 🖃

□, ♠, ⊕, Down, Up, □

🖃, Left, 🦠, Left, 🖫

CHEATING READERS

People do our work for us!

RESIDENT EVIL 4

Dr Salvador is easily taken down if you knife a normal ganado in the head so he's stumbling, wait for Salvy to approach, and then kick the ganado. If our chainsaw wielding friend is close enough, you'll kick him too and knock him down to the ground, allowing you to repeatedly slash him in the head. Repeat several times and he's dead. Congratulations, you just bagged yourself Dr Salvador.

JIMI HAPA



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JBE HINTS, TIPS AND CHEATS 7

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

PASSWORD SDSDRLD MRMDRMD Stamina restore not available DSRDMRM Cheat code health LRSRDRD Fatal blow RSRLRSM Infinite shuriken RLMRDSL Lose shuriken LSDRRDR Mighty turtle DSLRDRM **Donatello Nexus outfit** LMRMDRD **Leonardo Nexus outfit** Michelangelo Nexus outfit MLMRDRM RMSRMDR Raphael Nexus outfit SLSDRDL **Nightmare** MRLMRMR Pizza Paradise SRMLDDR **Playmates** DRSLLSR Poison DRMSRLR Self recovery MLDSRDM Squeaking Super Defence power LDRMRLM SDLSRLL **Super Offence power** RDSRMRL Super-tough SSSMRDD **Toddling**

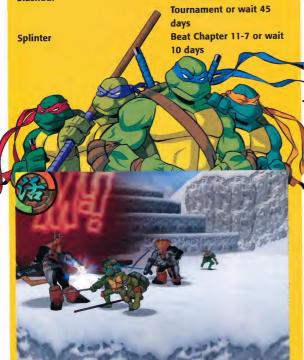
SECRET CHARACTER HOW

Casey Jones

Karai

Slashuur

Beat Open Brawl
Tournament or wait 5 days
Beat her in Foot Fight in
less than 150 seconds or
wait 35 days
Beat Battle Nexus
Tournament or wait 45
days
Beat Chapter 11-7 or wait
10 days



O CHIMP'LL FIX IT

The monkeys are depressed! They're not really, but it makes for a dramatic opening line and gives us an excuse to use our favourite weapon in the grammatical war, the exclamation mark. Chimp'll fix it at CUBE Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.



TOO MANY QUESTIONS

I beat Resident Evil 4 in under 5 hours (2 hours and 58 minutes, actually) and did not unlock Mario... or maybe I did and the game didn't tell me? What exactly happens when you unlock him, and how do you use him? Why did it take everyone so long to beat the game, anyway? I beat it the first time in under 18 hours and got over 900 kills. By the way, your guide is great and it really helped on pro mode, I'm still waiting for the second part. You were the one who made it, right? Anyway, the reason I'm sending this to you, specifically, Chandra, is because I want to know what your top ten favourite games of all time are. Please send a reply.

JOHN RYDER, VIA EMAIL

Cheating Chandra says: "The answers to your questions are: you can't unlock Mario, you can't unlock Mario, don't know, yes, my favourite games are Chrono Trigger, Resident Evil 4, Castlevania IV, Final Fantasy VII..." [at this point Chandra was taking too long to reply, so we stopped caring and ignored his other answers].

NO

Dear Cheating Monkeys,
On TimeSplitters: Future Perfect, I've made some good maps on map-maker but I can't use more than seven bots in death match. Is there a way to select more?

JAMES WRIGHT, LONDON

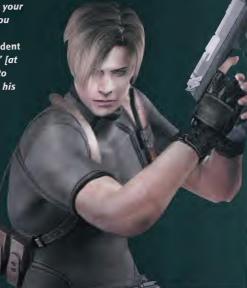
Cheating Monkeys say: "No."

YOU CLOWN

Dear Cheating Monkeys, In *Tony Hawk's Underground 2* I can't find the Jester. Where is he? By the way I didn't record *Graceland*.

PAUL SIMONS, NEWCASTLE

Cheating Monkeys say: "There are plenty of cars going around New Orleans. The answer has nothing to do with them though. We just thought it was an interesting fact. Ollie into the shark float (wait at the start and it will eventually drive by) and jump to the top to find the Jester. No you didn't record Graceland, that was Paul Simon, singular."





This is the part of the mag where we start to run out of jokes and and have to print inconsequential letters and numbers out of mild desperation

FMRB-T67D-4JH62 2F5M-60CE-QJQHH

HJ2F-J628-T3YH5

BXVA-2WG6-FE76O

1C9Y-9CM2-FN6PR U2Q9-N8EW-CYUDR

35M3-GTN9-XCYPM

5PRZ-DH24-ANEX2

6EP5-WTMH-T4T7M QHZJ-0UPH-X7KNY J1Q8-GPZJ-RY2CF

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FUH1-JGCN-MJ40K

8YAW-TEXA-FPCPH B620-52TQ-ZQ97Y

2EON-JWX5-T5RRU CJUN-9EVX-0ZDH8

8A8T-33P1-Z9449

9KV7-JZ4U-TMT9B

1ZZ1-4M3R-H2TM1 KA6T-RNEX-PT2Z5

V3GT-Q9Z6-B721E

MUM8-6BBQ-MTBW7

TZVQ-X08N-RQYWB FRBM-GDK3-A62HB

8ZBX-YC27-29HXC F1DD-667C-M9HHO

28AD-45Y2-P713F 3EF3-U536-M623P

WFZE-0Q80-79U27 7UPY-1Y2F-ZJH27

M34H-30QF-6H1DN PZQW-NE7W-GC6EG

KROR-XD6U-GT224

MT1V-519U-MEWU2

FKX8-TK6C-4CCXU KN6T-5V1X-G3ZCC

MWU3-4Y8P-XMNGT



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Infinite Ammo 5H5B-B2UY-EN6HA M6TU-DEDQ-KBPNE





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Action Replay for GameCube costs £19.99, and is available from all good games stores and online at www.codejunkies.com.



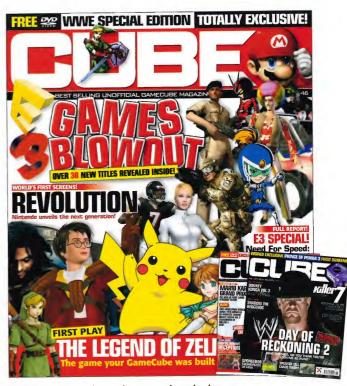
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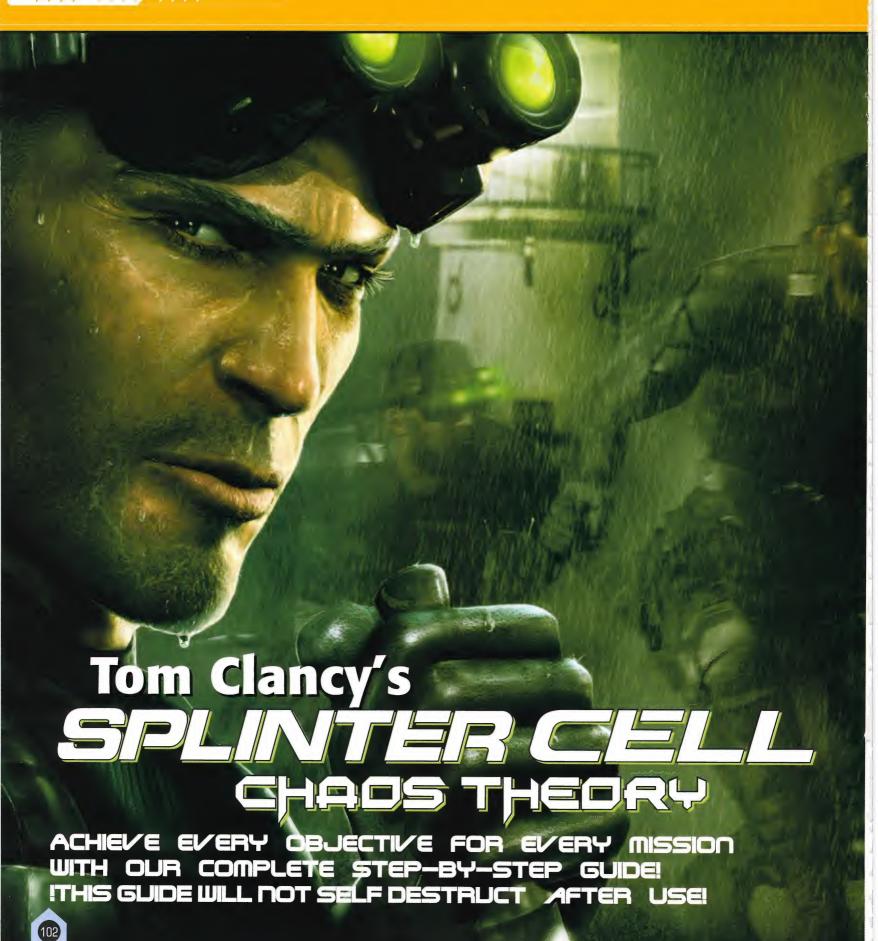




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COMBAT TACTICS

SOME STANDARD TECHNIQUES CAN BE USED THROUGHOUT THE GAME TO HELP SAM STAY UNDETECTED AND GAIN THE UPPER HAND OVER HIS ENEMIES



SHOOT OUT THE LIGHTS

If Sam is to retain any kind of advantage over his opponents, he needs to worship the dark. Whenever the chance arises to shoot out lights and shroud rooms in darkness, that opportunity should be taken; it makes Sam much harder to spot, and increases your chances of slipping past enemies unnoticed.



SAVE YOUR BULLETS

Ammunition is a valuable commodity in Chaos Theory and, as you progress through the levels, you will discover that it increases in value. As such, it pays to preserve it at every opportunity. Rather than shooting enemies in the back of the head, it is far better to sneak up behind them and grab them, knocking them out or killing them as appropriate. It is also sometimes possible to interrogate enemies when doing this, giving Sam some useful titbits of information into the bargain.

WHISTLE WHILE YOU WORK

Groups of enemies are the most difficult things that Sam will encounter, as it is not possible to take them down without engaging in a good old firefight. The best way to deal with groups of

enemies is to stick to the shadows and lure them into the darkness with a whistle, or by throwing an object. They will wander over to investigate and you should be able to take them down silently in the darkness.



STICKY CAMS

If you are not sure about what may or may not be lurking around the next corner, then use a sticky cam. Fire it at the wall and use it to look back around to see what the future holds. You can pick the camera back up again so vou can re-use it.



CHOOSE YOUR LOAD-OUT

At the start of each mission, you can choose your weapons set-up from three presets: Redding's Recommendation, Stealth or Assault. This mapped guide is based on the Redding's Recommendation setting but, if you favour more sneaky techniques or even some all-out blasting action. you may want to try using different weapons when starting each mission.



******** ***********

wission 1

PUNITA BLANCO LIGHTHOUSE

OUTSIDE TALARA, PERU

PRIMARY OBJECTIVES:

- Rescue Morgenholt [cancelled]
- Recover or destroy information about the Masse Kernels
- Discover where the guerrillas got their arms and equipment
- Exfiltrate to the primary extraction point

SECONDARY OBJECTIVES:

 Eliminate Hugo Lacerda [cancelled]

OPPORTUNITY OBJECTIVES:

 Scan the SSCC bar code of the delivered crates [5]

BONUS OBJECTIVES:

• Disable the guerrillas' communications equipment



Climb up the rocky path and enter the breach — you eventually end up in a cavern with a suspended bridge.

At the bridge, you can either go left and follow the ledge



around to the other side or cross the bridge and continue towards the wine cellar.

Scan the weapon crate [1]. Continue upstairs to the right.

Head up the stairs and scan the weapon crate [2]. Open the door here.

Watch the scene then continue. Pick the lock or break down the door that leads to the front courtyard.

Cut open the tent to the left from the back, grab the enemy inside and then interrogate him. After that, take the passage to the left that leads to the weapon storage room.

Cross the room. Use the optic cable on the door to make sure there are no guards on the other side. Open the door.

Scan the weapon crate [3] inside the tent. Take the corridor on the left to continue to the keep or



enter the crawlspace near the projector light to skip ahead to the southwest tower.

Listen to the dialogue between the two guards and follow them into the next section. Grab one of the guards to interrogate him. Enter the doorway in the back to get inside the southwest tower.

Sneak past the two guards to reach the tunnel.

Continue until you reach a set of stairs. Climb up into the technician's room.

Access the computer to destroy the information about the Masse Kernels. Scan the weapon crate [4] located near the broken window. Go through the door into the storage area.

Go through the corridor and enter the next room. Go around the crate and open the trap behind it.

Exit the room carefully.

Once outside, scan the weapon



crate [5]. Sneak left, around the crates, to reach the stairs. Go down.

Open the first prison door. Go down the ladder. Jump over the second prison door. Go down the steps to the scenic path.

Jam the light and sneak behind the guard, then grab and interrogate him. Make your way to the lighthouse.

either listen to the conversation that the radio operator is having or search the cabinet. Now shoot the radio. Climb all the way up to the top of the lighthouse. Eliminate the guard, shut down the lights and then call for extraction on the footbridge outside.











PPPP PPPP PPP



PACIFIC OCEAN, 90HM SOUTHWEST OF THE PANAMA CANAL

PRIMARY OBJECTIVES:

- Retrieve the Bill of Lading for Lacerda's arms shipment
- Retrieve the ship's transit ledger for Lacerda's shipments
- Find out which cabin
- Lacerda is in
- Eliminate Hugo Lacerda
- Exfiltrate to the extraction point

SECONDARY OBJECTIVES:

 Find the name of Lacerda's Panamanian contact

OPPORTUNITY OBJECTIVES:

 Place tracking devices on any illegal weapons crates [6]

BONUS OBJECTIVES:

Interrogate Lacerda

Go down the right-hand side of the boat, down the stairs at the end and open the sliding door.

Climb down the ladder and enter the narrow gap in-between the wooden crates. Follow the gap until you reach a space between the bulkhead and the hull. Go through it. On the other side is the first illegal weapons crate [1] — place a tracker on it. Enter another narrow gap and follow it until you reach a ladder. Climb up the ladder and follow the corridor to the machining room.

Sneak up to the guard and knock him out. Enter the crawlspace to the left to reach the bilge pump room.



Exit the crawlspace and make your way down from the catwalk. Reach the pump's control panel and activate it. Wait a few seconds and go through the door on the right and into the corridor.

Walk down the corridor until you reach a door on the right, just after the bend. Go through it to access cargo hold C.

Climb the first crate on the left and then the one on the right.

Read the Bill of Lading. Go back down and out from where you came in.

Turn right and make your way to the end of the corridor and into the engine room.

No weapons fire is allowed in this room because of a gas leak. Make your way to the stairs on the right-hand side of the room. Climb up and follow the catwalk to the opposite side of the room where another set of steps is located. Go up and reach the doorway to gain access to the ship's office.

Go up the stairs and through the doorway on the left. Enter the crawlspace on the left and



wait for the conversation to end. Exit the crawlspace and find a way to access the computer or cabinet to retrieve the **ship's transit ledger**. This is not as easy as it may sound due to the presence of two guards in the immediate vicinity, but as long as you stay in the shadows you should be able to get the drop on them and take them down from behind before they see you.

Open the second door on the left and enter the infirmary. A medikit has been placed here. Go back outside, turn left and reach the end of the corridor, then open the door and step outside. Place a tracking device on the weapons crate [2]. Go up one floor to reach the mess hall.

Enter the kitchen in the back and place a tracker on the weapons crate [3]. Come back out and take the door on the right, and then turn left and go up the stairs.

Place a tracker on the weapons crate [4] at the top of the stairs. Follow the corridor and turn right at the first intersection, and then right again at the second. Go up the stairs at the end of the corridor to reach the bridge.

Grab the captain and interrogate him to find out in which cabin Lacerda is located. Make your way down the inside flight of stairs. Turn left at the first intersection and then right, past the stack of boxes, to reach the end of the corridor and enter the captain's cabin.

Open the door and sneak up to the doorway. Walk in the room and hide behind the open door. Listen to Lacerda's conversation to learn the name of Lacerda's Panamanian contact. Wait for Lacerda to exit the room and make his way to the mini-fridge. Grab and interrogate him to complete the bonus objective, then kill Lacerda to complete the primary objectives and make your way back to the bridge.

Cross the bridge and exit through the door on the left. Go through the second door on the right and onto the exterior deck.

Place a tracking device on the weapons crate [5], then go up the stairs and follow the catwalk to the end. Turn left once you have reached the other set of stairs and go on to the stern.

Climb down both the long ladder and then the smaller one to the right. Place a tracking device on the final weapons crate [6]. Go back up the smaller ladder and sneak to the end of the catwalk. Go up another ladder and call for extraction near the back of the small rescue boat.









243 MACHINE WARS

part of our definitive

REBEL ASSAULT



This is your first patrol droid en



After you are handed a Sci-Fi Handgun, follow the rebel soldiers through the streets until you run into the patrol droids. Use

the handgun's zoom to take out as many from a distance as you can, then drop down to street level to help kill the rest. Keep moving through the streets until you see the rebel soldier giving cover. Run across the cover to grab the Plasma Grenades and use these to kill the 'fat' patrol droids. The Grenades stick, so throw them directly at

the bots. Watch out for the

fat patrol droids' rocket

attacks. They are easy to dodge at a distance but

easy to forget about when fighting them close up.

olasma

Use Plasma Grenades liberally. There are plenty to be found around the level and the 'fat' patrol hard to kill

BATTLE TANK

You will reach a Battle Tank, so hop immediately on board to take control. Follow Future Cortez's orders - turn left, turn right, blow up the barricade, keep moving, take out the tank. You don't need to destroy the first tank, nor do you need to worry about the airships shooting at you - just keep driving. Once you have done all that, drive to the end of the tunnel to get out of the tank.



SURITY IMPLANTS



When the cut-scene ends, run forward to grab the Plasma

Autorifle and Health. You see a



rebel soldier get shot through a window. Take up his position to kill as many patrol droids as possible from this viewpoint, as



you are fairly safe from fire up here. Once you are done, run down to ground level and help the rebel soldiers kill the rest of the droids. Run up the walkway in the middle for the perfect vantage point to take out the patrol droids on both sides. Run forward and take out the one on the balcony before throwing a Plasma Grenade to take out the droids just turning the corner. Keep moving forward, taking out the patrol droid on the hill using the Plasma Autorifle's zoom

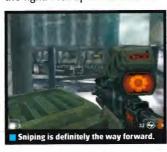
function and the one hiding in the little alcove by shooting at the explosive box next to him. Eventually, you'll reach a door that Angel hacks into. When she opens the door, immediately open fire on the three droids before they have a chance to react. Once everyone is dead, the male rebel soldier will hack the implant controls so run into the implant room. Now just wait for everyone else to get their security implants before you proceed.

SNIPER RIFLE

Grab the two Health
Packs in the corridor
and the Sci-Fi Sniper
Rifle and fight your way back
into open air. When you reach
the end of the walkway, take
cover behind the boxes and use
the Sci-Fi Sniper Rifle to take
out as many bots and guns as
possible before crossing to the
other side. If you cross to the
other side without taking any
out you will be shot to ribbons,

so spend as much time searching for droids and guns with your scope as patience will allow. When you cross the trenches, you are ambushed by more droids so make sure you have the Plasma Autorifle ready. Use the Sniper Rifle to take out enemy soldiers to your left once you climb out the trench. Walk to the left and kill the droids and enemy soldiers you missed with the Sniper Rifle and go

through the small entrance on the right. Pick up the **Armour** at



the end of the corridor and turn left to activate the cut-scene.



CUNNING FOR GLORY

You control Past Cortez as the tank's gunner so aim for all the airships



shooting at you. Don't shoot at enemy soldiers as you can't aim that low, and Future Cortez should run them over anyway. It is much easier controlling the gun turret and, as long as you take out at least three airships, the tank is strong enough to survive everything else. Eventually, you reach the end of the tunnel again. After the cutscene, run forward to collect the Plasma Grenades, Mini-Gun and

Health. Follow R110, killing the droids on the way using your Mini-Gun. The area is expansive



so you may get lost — just keep following R110 upwards while taking out the droids and soldiers. You reach a jeep, so get in and start driving.

lt is
easy to forget, as
it doesn't matter
when shooting at droids
or autoguns, but always
go for headshots
with human
soldiers to
save
ammo.

MECHA

The droids shoot at you but ignore them and keeping moving – the moment you slow down, you'll be shot to shreds. Keep following R110's directions until you reach a giant robot

Angel Deligh

Don't
forget to grab the
Sci-Fi Sniper Rifle
from behind Angel after
the security implant
room, it is the
most important
gun on this
level!

mech. R110 will hack into the controls. Activate the panel next to R110 to take control of the mech. Fire the Mini-Gun continuously and fire a volley of missiles the instant you get a lock-on. Anya tells you to



blast the barricade but just keep shooting the aircraft. Keep attacking them and when enough are killed, a cut-scene shows you carrying on through by foot to signal the end of the level.





DEED BEEFE DEED

2243 SOMETHING TO CROW ABOUT

FIRST WAVE

This is the hardest level by far, thanks to the lack of Health Packs and scarce checkpoints, so be very patient and don't go needlessly charging in! You start off on a lift that is slowly going down. Wait for the lift to stop and R110 to hack the door rather than shooting at the aircraft - you can get a much better shot at them later. When R110 hacks the second door, shoot the female guard and grab the Plasma Grenades from behind the computer terminal. Droids start beaming in, so start shooting at them while



throwing Grenades. Once the wave of droids has cleared, grab the Plasma Autorifle from one of the fallen droids and turn to your left. You are able to get good shots at the attacking aircraft now, so take them all out. A cut-scene signals the end of this first wave of attacks.

ELECTROTOOL

Run forward and grab the **Electrotool** from the wall. You need this to disable the shield on the next droid. Don't use the Electrotool to kill the actual droid as it takes too long, so use an Electrotool and Plasma Autorifle combination instead. Shoot the autogun in the next room with the Plasma Autorifle and use the same gun to attack the droids that start warping in. Once they are all dead, use the Electrotool to disable the shield by overloading the power

node with it. As soon as the shield is down, switch to the Plasma Autorifle to take out the two droids before they activate. Grab Plasma Autorifle Ammo from the wall behind the shield and wait for R110 to hack into the next door.



DEACTIVATE POWER CORE

Use the Electrotool/ Autorifle combination on the next set of droids and then use the Electrotool to disable the shield door by overloading the hidden power node to its left. Switch to the Autorifle for the droids and roll bot guard in the winding tunnel. Grab the Health Pack on

the right of the entrance and run up the stairs to the lift and activate it — there are too many guards to take your time picking your way through. You find the power core here but droids quickly overwhelm you so activate the panels on either side and run through the newly opened door to get away from

the droids (killing them individually loses you a lot of health). Kill them as they amble after you in the corridor. Once they are dead, turn around and disable the shield by overloading the power node with the Electrotool. Kill the next wave of droids with the Plasma Grenades, grab the

Autorifle Ammo and go down in the lift. Grab the Plasma Grenades and Health at the bottom of the lift. Run through the next room to find the power source. You can grab more Grenades from the ramp at the end of the room — you need to aim one to land in the small hole in the power core.

3055 FICHT

BATTLE MECH

Once the power core is deactivated and everything in the room is killed, a battle mech stomps through the main doors. There is a very cheap and efficient way of killing it. As it starts walking through the doors, throw five Plasma Grenades at it. By the time it

opens fire and is vulnerable to attack, the Grenades will go off and wipe three-quarters off its health bar, leaving you to finish it off with the Plasma Autorifle. Otherwise, using the pillars as cover and throwing Grenades is the best way to deal with this embarrassingly easy boss.



This battle mech may look tough, but there is an easy way to defeat it.



Hide behind the pillars and blast away to beat this opponent.

REMOTE GUN

Run through the double doors the battle mech entered from and through the air vent. Collect the Armour from the corner of the room you emerge in and find the control panel on the huge gun. Use the remote gun to fire at the power node. Run through the gap it creates and use the Electrotool/Autorifle combination to deal with



Destroy the power node!
the fat droid guarding the

door. Run through to find

yourself in a small pipe room. Run through the room killing the guards and teleporting droids. Watch out for the roll bot right at the end: wait for him to roll towards you and throw a Grenade, using the pipes to protect yourself from its fire.

DESTROY THE TIMESPLITTER ARMY

Run down the ramp, picking up the Armour and Plasma Grenades on the way.

In the next plus-shaped room, grab the Rocket Launcher from the first female guard and prepare yourself. You face a series of droids warping in from all angles, and they all need to be killed. One of the droids drops a Mini-Gun so start using it as soon as you get it. When all the droids are dead, continue through the corridor, which is now open, you find yourself in the TimeSplitter hive. Walk around the left, killing the roll bots on the way, until you

find the control panel.
Activate it and overload the power node using the Electrotool. Once this is done, you have destroyed the TimeSplitter army.
Quickly run to the left around the hive until you reach the lift, killing the guards who come after you.



pemote Conkro

The remote gun destroys the huge power node to enable progress, but you can also use it to take out other guards in the room!

FINDING

Crow's palace is

just in front of you,

but first there is a

bridge to cross. You get shot

at by aircraft but, unless your energy is really low, ignore

them and start using your

Electrotool on the bridge

instead. Each node, when

powered up, will make a

a few seconds, so move quickly. When you reach the double doors, enter Crow's palace and kill the guards

inside. They all have Rocket
Launchers or Mini-Guns, plenty

useful for the battle ahead.

Before you climb the stairs for the final battle, grab the Health Pack on the right and the Armour on the left. Now you can walk through the

double doors...

panel on the bridge solid for

JACOB

To defeat Creature, you have to disable all its weaponry. You can do this by aiming at its individual weapons, which are

to disable all its weaponry. You can do this by aiming at its individual weapons, which are highlighted by a green circle. The weapons turn green, then yellow, then red to show how much damage they have taken. Creature has several different attacks, but most of them can be avoided by using the pillars as cover. The attack to look out for is the Bomberman-style attack where flames travel between the pillars. It is hard to react to this attack as you never know when it is coming and you can only avoid it by hugging the pillars. To stop this attack, aim for the small gun with four black dots first (there is one on either side) - use all your Plasma Grenades to take it out. Once those weapons are down, switch to the Mini-Gun and aim for its rocket launcher. After that, attack any weapon you can. Use your own Rocket Launcher when the Mini-Gun runs out; don't get too close to Creature because of its breath attack, and if it starts looking for you with red lasers hide behind the pillars. Once all the weapons are disabled, the boss fight ends. Remember, your main priority is stopping the Bomberman flames. Disable them and Creature won't have any sure-fire way of attacking you. Also know that the boss' energy bar is a decoy, just aim for the weapons.

CREATER

Aim for the small gun with four black dots to start with.



Stopping the annoying *Bomberman* flames is the main priority.

Whenever
you see a yellow
shielded door, look for
the nearby power node
and use your
Electrotool to
overload it until
it explodes.

PRIVATE JONES

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UNLOCKABL

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PPPP BEREIT

1924 YOU TAKE THE HIGH ROAD

CLEANING UP

Hit the switch in front of you and follow R110 through the gap that opens up. There is a huge, circular door blocking the way but it eventually opens — be ready for the five guards waiting for you on the other side. Grab the Kruger 9mm (x2) from one of the fallen guards.

Walk up the stairs and run up and down the corridor,

making sure all the guards are dead. Be careful of steam coming off the pipes, as it can hurt you and obscure your vision. When all the guards are dead, go back to the stairs and turn the valve next to them so the stairs lead up instead of down. Hit both levers, grab the Vintage Rifle Ammo and run back down the corridor through the newly opened door (watch the

cut-scene and follow R110 to



see where the door is).



BACK TO THE STREETS

Wait for the circular door to open and shoot the three guards in the main corridor. Walk forward and down the stairs to your left onto a metal platform just above water — you get attacked by harpoon-wielding guards on your left. Kill them and grab the Harpoon Gun. Go

back to the main corridor and walk forward through another round door. Hit the valve and fight your way back to the metal platform where you killed the harpoon men. This time, you can go right so press onward through the next set of doors, killing the final harpoon guard, until you reach street level.





THE WAREHOUSE

You are not quite on street level yet, so run forward into the small warehouse where two guards are having a conversation. Kill them both with headshots before they notice you and collect the **Armour** and **Health** from the far side of the room. Walk down the ramp in the middle to continue. Three guards attack when you reach the bottom, so have your K-SMG

to the ready. Watch out for the guard standing on the higher stack of crates.

Keep moving forward and see a robot burst out of one of the metal crates. It is near indestructible so ignore it and press onward, running down the ramp. You find another robot but this one is blocking the way, aim for the yellow area on its chest and hit it with rockets and machine gun fire. When it is

dead, run past it and up the ramp, killing the two guards on the way. Be quick as the first



robot is slowly coming after you, and you don't want to waste health or ammo fighting it off.



THE STREETS

You now find yourself on street level, surrounded by guards on either side. Run to the right and grab the Health and slowly move through the streets killing the guards on either side as you go. Use the

Temporal Uplink to pluck the Armour off the top of the stairs leading down. Run down the stairs and grab the K-SMG Grenades at the bottom. Run around to the right and you find yourself getting fired at from a balcony. Kill the guards there and the cheeky guard who charges you from a locked door. Kill him, grab the K-SMG (x2) that he drops and continue onward. Guards are now shooting at you from the higher, curved balcony so watch for bullet trails and muzzle flashes to locate them and kill them (if you are not sure exactly where they are, fire a K-SMG Grenade in their general direction). Run through the lower curve killing the three guards on your level, and go up the passage to your left. You end up on the higher balcony along with any guards you didn't kill earlier. Finish the guards off and then walk down the stairs and around the pillar. Be quick though, as there are three guards shooting at you from a distant ledge.



It is
easy to forget
about the Armour
pick-up just above the
stairs but bear it in mind
after you grab the
Health. All help is
needed at this



ACTIVATE THE DRILL MACHINE

Walk straight towards the green light and you are asked to activate the drill machine. Grab the Armour, turn around and head down the left corridor towards engine A-1 and engine A-2. Make your way down the bottom of the stairs and hit the switch for engine A-2 (the A-1 switch has already been flipped). Make your way out of the room quickly, as there is another robot patrolling and you don't want to waste health or ammo.

Quickly head for the other corridor and the engine room with A-3 and A-4 switches. The layout is identical so again, make your way to the bottom as quickly as you can and hit the switches for engine A-3 and A-4. There is a robot at the bottom near the switches so be extra careful. Once all the switches are thrown, exit



the room via the righthand side walkway (a robot is blocking the left) and run back through the A-1 and A-2 engine rooms to get back to the driller controls - it is a longer but safer way of getting back to the drill control room. Activate the driller, then run down to the newly opened door to rejoin R110. Be quick as the robots are catching up by now. Run into the driller and hit the switch to make your escape. When the drill machine stops, exit through the door and head up the steps to complete the level.

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you finally emerge on the streets, don't forget about the Health pick-up to the right. It is protected by two guards so use your K-SMG to take them out.



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2401 THE HOODED MAN

PROTECT CORTEZ I

This is the opening level, except you are now playing it as Masked Cortez protecting Past Cortez from the time assassins. You begin the level staring at your own shipwreck, so turn 180 degrees and run through the cliff. There is one assassin hiding in a small alcove to your left and another standing in your way as the hill climbs upwards. Eventually, you reach a cliff with the bridge you ran across as Cortez in the first level. Use your scope with and press ↑ to zoom in and take out all the time assassins - keep an eye on Past Cortez's health. If you get lost, a

compass appears to help you. Remember, you have to stay alive too. While you are sniping, you get rushed by a time assassin wielding dual pistols. Kill him and pick these Pistols up. After the first wave of attackers, move forward to the end of the cliff and eliminate the next wave of attacks. Be careful of the time assassin on the cliff directly opposite, as he aims for you rather than Cortez. Once Cortez is safe, double back on yourself and run down the entrance to the right (again, follow the compass). Ideally, you want Past Cortez to still have around 80 per cent health at this point.

PROTECT CORTEZ II

Switch to the Dual Pistols. As you run through the tunnel, you get attacked by more guards. Kill the first one and pick up his Plasma Autorifle to make short work of the others. When you emerge in the open air again, grab the Sniper Ammo by the tunnel exit and run to the right to protect Cortez. If you aim for the



explosive barrels, just like in the first level, killing the third wave of assassins need only take one shot; make sure the assassins are all grouped together by the explosive boxes before you shoot and try not to waste time – Past Cortez loses health here faster than at any other part of the level. Once that is done, continue to your left.

The reloading animation is really slow, so take more time than you normally would to make sure you register headshots. You can't waste a single bullet here.

1924 FUTURE PERFECT





TIME TO SPLIT

Run through the circular door and kill the first guard to grab a K-SMG. Run around the top ring of the level killing all the guards here then take the stairs to the ground floor and do the same there. A cut-scene shows another guard running up the stairs, so kill him and make a mental note of where the stairs are (if you are lost, run around the outside of the room until

you find the stairs). Grab the K-SMG Grenades and Armour from the middle of the room then go back to the stairs. Grab the Health to the left of them then head down the stairs. Kill the two guards in this small tunnel, using explosive barrels to save ammo, then run forwards into the small opening and grab the Time Crystal. Return to the circular room up the stairs for your final confrontation with Crow...



PROTECT CORTEZ III

Run back to the base and turn to the left. Time assassins will attack you so kill them by shooting at the explosive barrels. Once they are dead, run to the window and look for Cortez. When he turns the corner, a TimeSplitter scrambles down the cliff to his right and attacks him. Kill that TimeSplitter then wait for a TimeSplitter at the very top of the cliff to appear, who attacks

Cortez just as he is about to leave your line of sight. Once it is dead, TimeSplitters start warping in and attacking you. Charge to the end of the corridor, get on the lift and activate it to get away from the Splitters as quickly as you can. At the top of the cliff you emerge on, give Past Cortez cover until he can make it back to base. This is easily the most frustrating part of the entire game as Past Cortez with anything less than 60 per

cent health is very unlikely to see it through. It is also much harder to spot the Splitters when they camouflage themselves – look for the other guard's fire to see where they run when invisible. Despite the Sci-Fi Sniper Ammo nestling on top of this cliff the Plasma Autorifle, when used in bursts, is a far safer bet — try and hold 300 bullets back for this final surge of TimeSplitters. Once you have killed all the

TimeSplitters, a cut-scene will kick in to signify the end of the level. Only one more to go...



DESTROY THE MOTHER SHIP

The TimeSplitters' mother ship is next on your agenda. Run onto the bridge and kill the

assassin but ignore the

You are
low on Sci-Fi
Sniper ammo after
the first two waves of
attacks so it is crucial
you remember to grab
this ammo top-up
when emerging
from the first
tunnel.

BOSS FIGHT

mounted gun for now. Keep running into the base and grab the Health and Grenades from the right-hand side. Now go back to the mounted gun and activate it. The mother ship is firing guided missiles at you, so shoot them down and aim anywhere on the mother ship during the breaks in missiles. You have infinite ammo so keep shooting no matter what! Eventually it falls but, before it

does, grab the Health (the reason being that, when the TimeSplitters' mother ship crashes into the bridge, it will detonate the explosive box next to the health, making it much harder to safely pick up). Don't forget to shoot the remaining missiles when the ship starts to fall either. All that is left to do now is get off the bridge before the TimeSplitters' aircraft crashes into it!

JNLOCKABLE CHARACTERS



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PLITTER CROW

To defeat Splitter Crow, you need to disable his weaponry then attack him while he is down. To disable his weaponry, aim at the two guns on the end of his hands (they are colour-coded like Creature was) and then aim for his two feet. When you take out all four of these weapons, he starts flashing red. This is your cue to start emptying K-SMG clips into him. Don't bother with the Grenades as the reloading is too slow to take advantage of his vulnerable state. If you run out of

rounds, grab some Ammo from one of the crates dotted around the circular arena or use a Temporal Uplink to fling an explosive barrel at him. After a while, Splitter Crow recovers and carries on attacking. His attacks are very easy to avoid — just keep circle strafing and make sure he doesn't get too close. When you take Splitter Crow's health down to 66 per cent, duplicate Cortez will give you a hand. This makes the boss easier as Splitter Crow now has three

the Armour
BEFORE you get the
Time Crystal – you just
don't have time during
the battle against
Splitter Crow to
run off and
pick it up.

targets
to aim at instead of focusing all
his fire on you. Repeat the same
tactics as before — aim for the
four circles on the front of
Splitter Crow and fill him with KSMG bullets when he is red.
When he is dead, sit back and
relax — you've just completed
TimeSplitters: Future Perfect!

Look above the first circular door you walk through for a cute joke at Cortez's

JUMOUR MA



Always aim for the green circles, as nothing else will harm Splitter Crow!

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What to do after you finish the game

AS ANYONE WHO has completed the main game in RE4 knows, there's plenty more to be done after Ashley is safely home. There's Assignment Ada, The Mercenaries and of course you can opt to go through the game again. Here's the definitive guide to all of it!

PLAY IT AGAIN SAM!

Once you complete the main mission you'll be given a breakdown of how well you performed and the option to save your game. You can now start a new game using this save. Before the intro sequence even begins you have the option to play through wearing the Special costumes. Initially this sees Leon wearing his RPD jacket, but once you get to Ashley you'll notice that she also has a rather revealing new costume.

Before you start the game the merchant will offer you two new weapons: the Matilda and the Infinite Launcher. The Matilda is a burst-fire handgun that has a 100-round capacity. This will cost you 70,000. The Infinite Launcher is exactly what it says: a rocket launcher with infinite ammo. A fantastic weapon we think you'll agree, but for a cool million you'll need to save up some more money before you can buy it.

Another soldier will approach from the left,

though he may change his mind and go

through the hut. Take him out, then go into the hut and climb up the ladder. Grab

the First Aid Spray, then walk to the edge.

A bunch of enemies will approach. Quickly

snipe the chain gun soldier in the head

to come up. Shoot them in the leg to

five times to take him out. Now stand to the right of the ladder and wait for soldiers

make them fall back down. Keep looking

have had a chance to gather at the base of

the ladder throw a grenade down to take

them all out. Jump down and take out the

stragglers. Collect all the goods and search

the compound for the green herb, rifle

over to the exit. Once the other soldiers

ammo from the crate in front of you.

Not only does this new mission give you extra adventuring for your money: it also earns you extra weaponry in the standard mission and fills in parts of the storyline. Here's a guide to what is initially a tough little side-quest.

Run forwards until you can see the outpost in the distance. From here you can snipe the lone guard. Now turn the corner and drop down. Jump over the gap and use the handgun to take out the two soldiers. At this early stage you have to be very careful. Make every shot count as your ammo is extremely limited. Up ahead there are two more enemies: one on the right-hand walkway and one at the far end. Take them both out, then go straight to the end of the path and climb up to the crates. There's a yellow herb and a grenade in them. Use the TMP to crack them open. Now cross the wooden walkway and take out the soldier (one in the head and a Fan Kick from behind will do wonders). Now it's time for the outpost.

> Run up to the edge of the walkway and snipe the two guards in the top-right corner (where the exit doorway is). Two soldiers will now approach from the hut. Jump over the gap and

take them

out. Grab the

ammo, handgun ammo and two lots of TMP ammo. Go up the stairs to the exit and grab the yellow herb behind the sandbags. Run forward and shoot the first enemy once to slow him down. Now take all three out with a grenade. Smash the barrels on the right and move on. Take the red herb (you now have your first golden tonic) and climb the ladder. Run outside and smash the crates on the left. Turn around and take out the three enemies that will come at you. Jump over the gap and snipe a few of the enemies in the distance. Now go into the cave on the right and find the

ammo, the yellow herb and the grenade

TAKE CONTROL

It's all about the buttons

Analogue Stick

@-stick **D**-pad Start (a) 🗞 🚱 🖪 (ii

Move Leon around/move sights when 🖃 is held down

Move camera position/zoom in and out Make selections in Options menu

Shoot weapon/confirm selections

Run/undo selection Inventory

Command Ashley

Hold down to equip combat knife Hold down to bring up weapon sights

Map screen



(blow up the red barrel to get to the chest). This will attract the attention of a shielded soldier. Use the rifle to get through. Run outside and follow the left-hand path up the slope. Blow up the red barrel to take out the dyna-man, then run to the end and get the red herb. Now go back to the walkway and take out the dart gun soldier on your right. Jump down and run up to the door. Another enemy may come through (with a shield) so use the rifle to blast through his defense. Now turn and take out the remaining three or four with a grenade. By this point your inventory will be full, so take a minute to sort yourself out.

Go through the doorway and run down the slope. Take the green herb from the table and turn around. Three enemies will come at you. Take them out, then turn and grab the rifle ammo from the crate. Snipe the two enemies in the distance and run to the end of the path. The door is locked (as are many of the doors in this area) so climb the ladder (hmmm, was that there before?) and infiltrate the building. Turn left and go down the slope. Take out the lone enemy and grab the ammo and the herb from the store room. Now go back up the slope and take the green herb from the top of the stairs. Turn left and follow the corridor. The shelves on the left hold some rifle ammo. You should have loads of TMP ammo by now so switch to that and go through the door at the end of the corridor.

Grab the ammo from the computer, then shoot the glass once to attract the attention of the two enemies. Mow them down and take the yellow herb from the cabinet in the room. Go into the next room and take out the lone enemy. His mate on the floor is holding the first of five Plagas Samples. Take it. There's also some ammo on the side. At this point three more enemies will enter the room, so mow them down as well. Switch back to the handgun and backtrack. Open the gate and take out the dart gun soldier in the left-hand corner. There's some ammo in



the chest. Turn around and take out the soldier who is running towards you. Grab the red herb from the red cupboard on the left before going into the freezer room. There are a few items in here as well as the second Plagas Sample. At this stage you're probably cursing at how little room you have. Make sure you have enough ammo and dump the rest. You'll simply have to leave stuff behind: just make sure you remember where you left it as you can always come back.

Go outside and take on the masses. There will be four shielded soldiers and two hammer soldiers. Either group them and use the red canister to blow them up, or use the rifle. Head shots will take the hammer men out in one go. There's only one door left to go through in this area and that's the red-lit doorway at the far end (round the corner from the freezer room). Run to the end of the corridor and grab the ammo. Kick open the door and take out the two soldiers. Equip the rifle and concentrate on hitting the chain gun soldier (through the glass). Kill him, then take out the others. Go through the door into the garbage disposal. Two dyna men will run in, so take them out before they can throw their death sticks. Grab the red herb from the other side and move on.

Run up the stairs (there's a herb on the way) and take out the two soldiers in the far room. Hit the switch to unlock the door, then quickly turn and pump a few shots into the first enemy to slow him down. Now chuck a grenade to take out the remaining four. Pick up the spoils and go into the next room.

Grab the grenade from the red cupboard and the yellow herb that's just behind you. Go into the room on the right (where Ashley was held in the normal game) and take out all four enemies. There's some ammo and the third Plagas Sample in this room. Go back out and through the door on the right. Run down the corridor and into the next room. There are five enemies and a green herb in here. Run down the stairs and try to open the door at the end. Now turn and position yourself so that you can just about see the stairs. Take one shot at a guard and they'll come down the stairs. Use a grenade to blast them apart. Now use the rifle to cap the chain gun soldier. Clear the room out (ammo and a red herb) and take out the two soldiers who will come from the door behind you. Now go through to the next room. A

shielded soldier and two dyna men are in here. Go to the door at the end and the take the ammo and the yellow herb.

Go outside and take the door on the right. There are a few soldiers to take care of in here. Explore the immediate area before jumping into the lab through the window, As soon as you take the fourth Plagas Sample from the central stasis tube enemies will appear. Go back to the broken window, wait for the enemies to get close and shoot out the red canister on the right. Jump through the window and hit the security switch on the left. Two hammer soldiers and four regular soldiers will approach from the right. With them gone you can clear out the lab (there's way too much ammo in here, as well as a whole selection of herbs) and move on.

This is where your final battle will occur. As you get to the end of the walkway Krauser will drop down behind you. Now you can use up all that TMP ammo (you should have at least 400 rounds). Just aim at his head and fire away. When he gets close use the button combos

avoid his attacks. When he jumps at you avoid him and use his recovery time to your advantage. After you've pumped about 250-300 rounds into him he'll use a Flash Grenade and run off. and drop the fifth Plagas Sample. Use the elevator to get up to the control tower and call your chopper. Your prize for completing this mission will be the Chicago Typewriter in the regular mission. This is a powerful machine gun with infinite ammo, but it costs a million bucks!

THE MERCENARIES

One of the toughest bits of the game

THE FINAL BONUS weapon for the main game can be earned here in Mercenaries... but it won't be easy. Mercenaries sticks you in one of four battle arenas, based loosely on areas in the game. You earn points for every enemy you kill, and killing several enemies in quick succession will earn you combo points. You start each area with two minutes on the clock. Yellow time holograms will add precious seconds to the clock and treasure chests contain bonus hourglasses that will add extra points to your kills

for a limited amount of time.
Your rating is calculated based
on the points accumulated
once the timer has run down.
If you die, you get nothing.
The ratings are as follows:

1 Star: 1,000 Points 2 Stars: 10,000 Points 3 Stars: 20,000 Points 4 Stars: 30,000 Points 5 Stars: 60,000 Points

To begin with you'll only have access to Leon. By achieving a 4-Star rating in all four areas you can unlock the secret characters as follows:

Village: Ada Castle: Krauser Island: HUNK Island 2: Wesker

It's very difficult to give you a set guide to Mercenaries as events will unfold is a different way each time. We can however, give you some general tips and tell you the best routes to follow, the best hiding places and the best tactics to use in each area.





General Tips: The way to score highly is to keep killing and rack up the combos. Before you start the killing spree though, you should grab one of the time bonuses. This will mean that every consecutive hit over the next 30 seconds earns you even more points. You'll know the bonus points are racking up, as a yellow message will flash up in the corner. Once this goes it's time to move on and grab the next one. If you're killing without the bonus in place you're wasting potential points.

It's very easy to get overwhelmed in The Mercenaries. You can go from full health and on top of the world, to headless in a ditch in a matter of seconds, so always be fully aware of what is around you. Your best bet is to grab your extra time and bonus, then put your back to a dead end. That way you can only be approached from one direction.

Enemies tend to come in waves of four or five and you'll very quickly run out of ammo, so

AREA TIPS: CASTLE

This area is based very loosely on the standard game's Castle area. Enemies you'll find here are Monks, Masked Monks, Scythe Monks, Las Plagas Monks, Dart-gun Monks, two Ram's Head Monks, Hooded Monks and a lone Blind Psycho. Without a rifle this is a tough one, mainly due to the fact that the rooftops re constantly replenished with a supply of snipers. The way to get around this is to stick close to the walls, thus staying out of their line of fire.

When the Blind Psycho appears quickly put some distance between yourself and the clawed maniac. It isn't worth spending too much time on this one, but chucking a Flash Grenade, then darting behind him and shooting him in the back is a good tactic. He can't kill you outright, but his claws do major damage.

AREA TIPS: VILLAGE

This area is very similar to the village in the standard game, however there are some important structural changes. The first house on the left is now accessible, and has extra time and a score bonus in it. Some other areas are now closed off, and one of the rooms now has a window in it. Enemies in this area are standard villagers, Las Plagas villagers and Chainsaw Women. If you survive for long enough you'll get o the stage where four Chainsaw Women are attacking you at once. In this situation it's far better to take them all out together rather than shooting one down and then taking out another while she's down. Obviously you shouldn't let them get anywhere near you as the chainsaw means instant death. As far as we can tell the game will keep chucking pairs of Chainsaw Women at you for as long as you stay on your feet. We managed to go through 10.

AREA TIPS: ISLAND 1

There are dozens of little cubby holes and tunnels to explore in this area. Enemies include Soldiers, Las Plagas Soldiers, Ball and Chain Soldiers, Beret Soldiers and two Mini-gun Soldiers. The biggest problem with this area is that there are very few places where you can actually put your back to a wall and channel your enemies There's also the fact that the mini-gun can harm you from a good 200m away, and it's very difficult to see where he is unless you follow the stream of bullets back to the source. As soon as you hear the grunt you know it's time to take cover. The best place to be with this guy is right in front of him. Grenades and shotgun rounds to the head will finish him off in no time.

when you get a breather (even if it's a few seconds) run forward and grab the spoils. Take every opportunity to reload: reloading mid-attack simply isn't an option.

Every area has regular enemies such as villagers, soldiers and the like, but these aren't the enemies that tend to cause the problems. It's the sub-bosses that are the problem. For instance, the Village has Chainsaw Ladies that take 10+ shotgun

shells to knock these enemies essential First

down. Defeating will earn you Aid Sprays.



Every area also has dyna men. You'll know from playing the standard game that upon dying these guys take out everything around them, and in The Mercenaries this can mean taking out a dozen or more enemies in one go. It's all about the timing. If a dyna man approaches you

before the rest of the group does just shoot him in foot and play with him until the group has gathered.

Unlocking all four secret characters isn't that hard (you only have to score 30,000 on each level), but getting five stars is a different matter altogether. In order to win

the ultimate weapon (the Hand Cannon) you have to get a five star rating on all levels with all five characters. Achieving over 60,000 points with Wesker is relatively simple (we manage over 100,000 on Village), but Krauser's poxy bow and Ada's TMP are not conducive to high scores, especially on Island 2. It will take a long time and a lot of practice to get the Hand Cannon. Right, now for the specific area tips...

Enemies killed

Max kills in a row:

Score:

Rank :

High score

105510

105510

enemies coming at you, this area has the most potential for insanely high scores... if you manage to survive to the end that is. The main tips you'll need are for defeating the psycho chainsaw dudes. Very little hurts these guys. They run at you wildly swinging. They're so fast that you can't even afford to stand your ground. Only powerful weapons and head shots will halt their progress. Handguns, Incendiary Grenades and even the shotgun have little effect. They'll damage him, sure, but they won't slow him down. The best way to hurt them is to lure them into an explosive barrel blast or a dyna-man. Grenades sometimes halt them for a few seconds, and a magnum/rifle shot to the head will do the same. Whatever you do, don't stand your ground. Take a shot, then turn and run. Keep doing this until he falls.







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Your complete at-a-glance guide to every game **CUBE** has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



Directory!						
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATI
007 Everything Or Nothing	EA	In-house	1	29	PAL	8.2
1080° Avalanche	Nintendo	NSTC	1-8	26	PAL	9.0
18-Wheeler AM-PRO Trucker	Acclaim	Acclaim/Sega	1-2	8	PAL	4.4
2002 FIFA World Cup	EA	In-house	1-4	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	12	PAL	8.1
Agent Under Fire	EA	In-house	1-4	9	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis	1-4	10	PAL	9.1
Alien Hominid	O3 Entertainment	The Behemoth	1-2	41	NTSC	
Animal Crossing	Nintendo	In-house	1-4	37	PAL	8.0
	Nintendo	Saru Brunei	1	5	NTSC	
Anımal Leader Amazing Island	Sega	Sega	1-2	38	NTSC	
4 + 1 + 0 OL 11 100	Atari	In-house	1	34	PAL	5.
	Acclaim	Climax	1-2	16	PAL	8.1
ATV 2		Saffire	1-4	11	PAL	4.3
Barbarian	Virgin	Monolith Software	1	41	NTSC	
Baten Kaitos	Namco		1		PAL	3.9
Batman: Dark Tomorrow	Kemco	Hot Gen		20		6.2
Batman Vengeance	Ubi Soft	In-house	1	6	PAL	
Battle Houshin	Koei	In-house	1	7	NTSC	
Beach Spikers	Sega	AM2	1-4	10	PAL	8.0
Beyond Good & Evil	Ubisoft	In-house	1	29	PAL	9.
Billy Hatcher And The Giant Egg	Sega	Sonic Team	1-4	26	PAL	7.0
Big Air Freestyle	Ubi Soft	In-house	1-2	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	18	PAL	8.
Bionicle	EA	Argonaut	1	25	PAL	4.
Black & Bruised	Vivendi	Digital Fiction	1-2	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	15	PAL	7.
BloodRayne	Vivendi	Terminal Reality	1	19	PAL	4.
Bloody Roar: Primal Fury	Activision	Eighting	1-2	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	14	PAL	4.
Bomberman Generation	Majesco	Hudson Soft	1-4	8	NTSC	8.0
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	25	PAL	7.9
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	19	PAL	9.
Burnout	Acclaim	Criterion	1-2	. 6	PAL	8.4
Call Of Duty: Finest Hour	Activision	Spark Unlimited	1	40	PAL	6.0
Capcom Vs SNK: EO	Capcom	In-house	1-2	9	PAL	8.
Carmen Sandiego	Acclaim	Bam!	1	30	PAL	7.
Catwoman	EA	Argonaut	1	35	PAL	4.
Cel Damage	EA	In-house	1-2	6	PAL	4.
Chaos Field Expanded	Able/Milestone	Milestone	1	44	NTSC	7.
Conan	TDK	Cauldron	i	32	PAL	4.
	Sci	Pivotal	1-4	18	PAL	8.
Conflict: Desert Storm			1-4	25	PAL	8.
Conflict: Desert Storm 2	Sci	Pivotal		13		5.0
Crash Bandicoot	Vivendi	Eurocom	1	13	PAL	Э.
dventure/RPG Puzzle/Party Figh	iting Sports	Racing S	hoot-'em-	un	Δα	tion
aventure/NFG FUZZIE/Faity Figit	эрого	racing 5		-r	, 10	

② EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

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GAI	VIE NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
	Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	27	PAL	4.8
m	Crazy Taxi	Acclaim	In-house	1	6	PAL	7.3
-	Cubic Lode Runner	Hudson	In-House	1	23	NTSC	
	Custom Robo Battle Revolution	Nintendo	Noise	1-4	31	NTSC	
	Dakar 2	Acclaim	In-house	1-2	17	PAL	9.0
	Dark Summit	THQ	Radical	1-2	8	PAL	6.2
100	Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	6	PAL	7.4
	Dead To Rights	EA	Namco	1	22	PAL	6.8
	Defender	Midway	In-house	1-2	17	PAL	4.0
	Def Jam Vendetta	EA	AKI	1-4	19	PAL	8.9 9.2
	Def Jam: Fight For New York	EA Vivendi	AKI Bits Studios	1-4 1	37 13	PAL PAL	8.2
	Die Hard: Vendetta Disney's Extreme Skate Adventure	Activision	Neversoft	i	24	PAL	7.0
	•	Nintendo	Capcom	1	11	PAL	5.9
100	Disney's Magical Mirror Disney Sports Skateboarding	Konami	In-house	i	12	PAL	4.6
	Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	6	PAL	5.0
	Donald Duck: Quack Attack	Ubi Soft	In-house	i	6	PAL	
	Donkey Konga	Nintendo	Namco	1-4	37	PAL	9.0
	Donkey Konga Volume 2: HSP	Nintendo	Namco	1-4	35	NTSC	
	Donkey Konga Vol 3	Nintendo	In-House	1-4	44	NTSC	
	Donkey Kong: Jungle Beat	Nintendo	In-House	1	41	PAL	8.0
-	Doshin The Giant	Nintendo	In-house	1	12	PAL	7.4
	Dragon Ball Z: Budokai	Atari	Dimps	1-2	26	PAL	4.5
	Dragon Ball Z: Budokai 2	Atari	Dimps	1-2	44	PAL	6.2
100	Dragon's Lair 3D	THQ	Dragonstone	1	32	PAL	4.0
-	Dream Mix TV World Fighters	Hudson	Eighting	1-4	30	NTSC	3.4
-	Dr Muto	Midway	In-house	1	17	PAL	5.0
	Driven	Bam!	In-house	1-2	6	PAL	7.0
	Eggo Mania	Kemco	Hot Gen Studios	1-4	11	PAL	5.2
100	Enter The Matrix	Infrogrames	Shiny	1	20	PAL	6.8
100	ESPN Int Winter Sports '02	Konami	In-house	1-2	6	PAL	6.0
	Eternal Darkness	Nintendo	Silicon Knights	1	12	PAL	9.3
-	F1 2002	EA	In-house	1-2	9	PAL	7.6
	F1 Career Challenge	EA Sports	In-house	1	21	PAL	6.4
100	FIFA 2005	EA	EA Sports	1-4	38	PAL	7.0
100	FIFA 2004	EA	EA Canada	1-4	26	PAL	8.9
100	FIFA Football 2003	EA	In-house	1-4	13	PAL	8.2
100	FIFA Street	EA	EA Sports Big	1-4	43	PAL	4.1
	Fight Night Round 2	EA	EA Sports	1-2	43	PAL	8.9
	Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	30	PAL	9.0
	Finding Nemo	THQ	Traveller's Tales	1	24	PAL	6.1
	Fireblade Freedom Fighters	Midway EA	Avalanche IO Interactive	1 1-4	16 24	PAL PAL	6.5 8.0
	Freekstyle	EA	Hypnos Ent	1-4	12	PAL	7.4
	F-Zero GX	Nintendo	Amusement Vision	1-4	23	NTSC	
	Future Tactics: The Uprising	Crave	Zed Two	1-2	38	PAL	6.5
	Gauntlet: Dark Legacy	Midway	In-house	1-4	10	PAL	4.4
	Ghost Recon	Ubi Soft	Red Storm	1-2	18	PAL	6.5
	Ghost Recon 2	Ubisoft	Red Storm	1	44	PAL	5.9
	Giftpia	Nintendo	Skip Ltd.	1	20	NTSC	
	Gladius	Lucasarts	In-house	1	26	PAL	6.5
	Goblin Commander	Jaleco	In-house	1	30	PAL	6.2
	Godzilla: DAMM	Infogrames	Pipeworks Studios	1-4	13	PAL	4.0
	GoldenEye: Rogue Agent	EA	EA LA	1-4	40	PAL	5.9
	GPX Cyber Formula	Sunrise	In-house	1-4	37	NTSC	
	1	MTO	In-House	1	22	NTSC	
-	Harry Potter: Chamber Of Secrets	EA	Eurocom	1	14	PAL	7.0
100	Harry Potter: Prisoner Of Azkaban	EA	EA	1-4	34	PAL	6.8
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JAPANESE WOMEN PLAYING ON A DS AND SOME CHEFS



We're not entirely sure what game requires this technique shown by a little girl. Nor are we sure what Pingu is doing in the background. One thing we do know is the next picture is more interesting.



"Look! It's Mario!" says the Japanese cutie. "How do you get Wario on Mario 64 DS and how do you get Luigi" asks her friend (this joke only makes sense if you've read CLIBE 45. Even then, it's not that funny).



There's not a lot to say. She has nice hair. She's Japanese. She looks like she's having fun. And that's it. The power of the DS! It makes girls smile and we struggle to comment intelligently.



"Hi there! Zoo Keeper huh? Let's play! What's your name? Okay Tamika, can you turn the volume down a bit? It's there. Bottom left. Turn the volume down. No I'm not kidding! [censored] is your problem Tamika!?



There's no rational justification as to why 1) two chefs are playing a DS 2) one of them is really bored 3) the other looks like he's about to hit the DS and 4) there's a Spanish flag in the background.

LICENCES

Licences that either haven't been picked up, we've just made up or we want to see return. Which covers just about everything.



BATMAN: THE MOVIE

The sooner games boast lines such as "there are some days when you just can't get rid of a bomb" and "they may be drinkers, but they're still human beings", the better. None of this dark nonsense



PEPSIMAN

Some loonies out there actually made a game about a man who drinks Pepsi all day. Unbelievable! More games we want to see: Pepperamiman, Minstrelman, Frijjman, Marsdrinkman, Pom-Bearman...



DAVILEX: THE MANAGEMENT SIM

The developers behind hits Knight Rider 2 and Miami Vice. Only 10 people work there, so gameplay objectives could be telling Dave to make the graphics, making tea for the entire company and cleaning the office at night.



GIRLS ALOUD: THE GAME

It could be rhythm action, wrestling, FPS or karting for all we care (Cheryl corners well, Sarah's quick, Nadine is good at braking, Kim's an all-rounder, Nicola is crap). This Top Five is just an excuse to get their pic in the mag.



TIMSPLITTERS: FUTURE RUBBISH

This is a compilation of games that you get to play for 10 seconds max before damning them as rubbish because you're no good at them. Better yet, the cost to buy Tim's licence is only a bottle of Buckfast and a pack of beef jerky.

AME NAM	IE	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATIN
Har	ry Potter: Quidditch World Cup	EA Games	In-house	1-2	27	PAL	6.5
Han	vest Moon: A Wonderful Life	Ubisoft	Natsume	1	31	PAL	9.0
	man 2	Eidos	IO Interactive	- 1	21	PAL	7.9
Huli	k	Vivendi	Radical	1	21	PAL	6.4
Ikar	ruga	Atari	Treasure	1-2	17	PAL	9.0
I-Ni	-	Namco	Argonaut	1	30	NTSC	7.5
	ernational Superstar Soccer 2	Konami	Major A	1-4	6	PAL	8.2
	ernational Superstar Soccer 3	Konami	KCEO	1-4	21 14	PAL PAL	4.9 4.7
	i Knight II: Jedi Outcast	Activision	LucasArts	1 1-2	37	NTSC	
	you Powerful Pro Baseball 11	Konami	In-house In-house	1-2	18	PAL	4.0
	my Neutron: Boy Genius	THQ Vivendi	Rebellion	1-4	27	PAL	7.5
	ge Dredd: Dredd Vs Death	Tate Interactive	Jowood	1	44	PAL	4.8
	The Kangaroo Round 2	Activision	Treyarch	1-2	11	PAL	7.6
	ly Slater's Pro Surfer g Arthur	Konami	Krome	1-2	40	PAL	4.3
	nikuMan 2	Bandai	AKI	1-4	16	NTSC	
	by Air Ride	Nintendo	In-house	1-4	30	PAL	7.0
	ghts Of The Temple	TDK	Star Breeze	1	31	PAL	5.5
,	ockout Kings 2003	EA	In-house	1-2	14	PAL	7.9
	rurin Squash	Nintendo	Eighting	1-4	40	NTSC	7.8
	gend Of Golfer	Nintendo	Seta	1-4	35	NTSC	7.0
	nony Snicket's A Series Of	Activision	Amaze	1	41	PAL	5.6
	gend Of Zelda: Four Swords Adv	Nintendo	In-house	1-4	38	PAL	7.8
	gend Of Zelda: Four Swords +	Nintendo	In-House	1-4	32	NTSC	9.4
Leg	gend Of Zelda: Wind Waker	Nintendo	In-house	1	19	PAL	9.5
	gends Of Wrestling 2	Acclaim	In-house	1-4	15	PAL	4.0
	gends Of Wrestling	Acclaim	In-house	1-4	7	PAL	4.6
Loo	oney Tunes Back In Action	EA	Warthog	1	31	PAL	6.0
Los	t Kingdoms	Activision	From Software	1	8	PAL	7.0
LOT	TR: Return Of The King	EA	In-house	1-2	26	PAL	5.8
LOT	TR: The Two Towers	EA	In-house	1	16	PAL	7.7
	TR: The Third Age	EA	In-house	1	38	PAL	8.5
-	gi's Mansion	Nintendo	In-house	1	6	PAL	7.8
	dden NFL 2005	EA	EA Sports	1-4	38	PAL	8.9
	dden 2004	EA Sports	In-house	1-4	23	PAL	8.8
	rio Golf: Toadstool Tour	Nintendo	Camelot	1-4	33	PAL	8.0
	rio Power Tennis	Nintendo	Camelot	1-4	42 26	PAL	9.4
	rio Kart: Double Dash!!	Nintendo	In-house Hudson	1-16 1-4	42	PAL	6.9
	rio Party 6	Nintendo		1-4	13	PAL	9.0
	rio Party 4	Nintendo Nintendo	Hudson Hudson	1-4	27	PAL	7.0
	rio Party 5 Irio Power Tennis	Nintendo	Camelot	1-4	40	PAL	7.9
	itt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	11	PAL	8.2
	edal Of Honor: Frontline	EA	In-house	1-4	14	PAL	8.6
	edal Of Honor: Rising Sun	EA	In-house	1-4	25	PAL	9.0
	edabots Infinity	Ubisoft	Natsume	1-2	38	PAL	4.0
	ega Man Anniversary Collection	Capcom	Atomic Planet	1	36	PAL	8.5
	ga Man Network Transmission	Capcom	In-House	1	22	PAL	7.9
	ega Man X: Command Mission	Capcom	In-house	1	39	PAL	8.2
	en In Black II: Alien Escape	Infogrames	Melbourne House	1	16	PAL	4.2
	etal Arms	Vivendi Universal	Swingin' Ape Studios	1-4	27	PAL	7.9
	etal Gear Solid: The Twin Snakes	Konami	Silicon Knights	1	30	PAL	8.9
	etroid Prime	Nintendo	Retro Studios	1	17	PAL	9.6
	etroid Prime 2: Echoes	Nintendo	Retro Studios	1-4	39	PAL	9.7
	cro Machines	Infogrames	Sheffield House	1-4	16	PAL	5.2
Mir	nority Report	Activision	Treyarch	1-2	15	PAL	5.0
	ssion: Impossible OS	Atari	Melbourne House	1	31	PAL	6.
Mo	bile Suit Gundam: Pilot's Locus	Bandai	In-House	1	32	NTSC	
	obile Suit Gundam: G Vs ZG	Bandai	Capcom	1-4	41	NTSC	6.6

② EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mortal Kombat: Deadly Alliance	Midway	In-house	1-2	15	PAL	8.6
Mr Driller: Drill Land	Namco	In-house	1-2	17	NTSC	
MX Superfly	THQ	Pacific Coast	1-2	11	PAL	7.1
Naruto 2	Tomy	Eighting	1-4	31	NTSC	7.0
Naruto 3	Tomy	Eighting	1-4	44	NTSC	
NBA 2K3	Infogrames	Nintendo	1-4	8	PAL	6.8
NBA Live 2004	EA	In-house	1-4	26	PAL	7.3
NBA Live 2004	EA Sports	EA Canada	1-4	39	PAL	8.0
	EA Sports EA	NFX	1-2	6	NTSC	
NBA StreetNeed For Speed: Hot Pursuit 2	EA	In-house	1-2	12	PAL	5.3
	EA	Black Box	1-2	26	PAL	6.5
Need For Speed Underground		EA Canada	1-2		PAL	7.1
Need For Speed Underground 2	EA La Mara D			39	PAL	9.2
Neighbours From Hell	JoWooD	In-House	1	43		6.1
■ NFL Quarterback Club 2002	Acclaim	In-house	1-8	4	PAL PAL	6.8
NBA Street V3	EA	EA Sports Big	1-4	42	PAL	8.6
■ NFL Street	EA	EA Sports Big	1-2	29		
■ NHL 2005	EA	EA Count	1-4	37	PAL	8.7
■ NHL 2004	EA	EA Sports	1-4	24	PAL	8.5
■ NHL Hitz 2002	Midway	Black Box	1-4	6	PAL	8.4
■ NHL Hitz 2003	Midway	In-house	1-4	14	PAL	8.4
■ NHL Hitz 20-03	Midway	Black Box	1-4	11	NTSC	
■ NFL Street 2	EA	EA Sports Big	1-4	42	PAL	8.0
Nightfire	EA	In-house	1-4	14	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-house	1-4	17	NTSC	7.0
One Piece Treasure Battle	Bandai	In-house	1-4	15	NTSC	
Outlaw Golf	THQ	Hypnotix	1-2	19	PAL	7.9
Pac-Man Fever	Namco	In-house	1-4	12	PAL	5.7
Pac-Man Vs	Namco	In-house	1-4	28	NTSC	
Pac-Man World 2	Namco	In-house	1	16	PAL	4.2
Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	36	NTSC	
Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	39	PAL	9.0
Phantasy Star Online Episode I & II	Infogrames	Sonic Team	1-4	16	PAL	7.5
Phantasy Star Online III: C.A.R.D. Rev	Sega	In-house	1-2	33	PAL	6.0
Pikmin	Nintendo	In-house	- 1	7	PAL	9.0
Pikmin 2	Nintendo	In-house	1-2	37	PAL	9.3
Pitfall: The Lost Expedition	Edge Of Reality	In-house	1	30	PAL	7.8
P.N.03	Capcom	In-House	1	23	PAL	8.2
Pokémon Box	Nintendo	In-house	1	21	NTSC	
Pokémon Channel	Nintendo	In-house	1	30	PAL	8.0
Pokémon Colosseum	Nintendo	Genius Sonority	1-4	32	PAL	8.6
Pokémon Colosseum	Nintendo	Genius Sonority	1-4	28	NTSC	
Pool Paradise	Ignition Ent.	Awesome Studios	2	31	PAL	
Prince Of Persia: Sands Of Time	Ubisoft	Ubisoft Monteral	1	29	PAL	9.3
Prince Of Persia: Warrior Within	Ubisoft	In-house	_1	40	PAL	9.0
■ Pro Rally	Ubisoft	In-house	1-2	13	PAL	5.9
Puyo Pop Fever	Sega	Sonic Team	1-4	30	PAL	7.8
Rainbow Six 3	Ubisoft	In-house	1-2	34	PAL	8.2
Rally Championship	SCi	Warthog	1-4	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	9	PAL	6.0
Resident Evil	Capcom	In-house	1	10	PAL	9.0
Resident Evil Code: Veronica X	Capcom	In-house	1	30	PAL	7.1
Resident Evil: Nemesis	Capcom	In-house	1	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	16	PAL	9.0
Resident Evil 4	Capcom	In-house	1	42	PAL	9.8
Robots	Vivendi	Eurocom	i	44	PAL	6.0
		20.000				0.0

Shoot-'em-up

Action

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

GAMECUBE



SIGMUND FROOD (OUT OF BILL AND TED) AND HIS AMAZING PSYCHOLOGICAL ADVENTURES

Every month Dr Frood investigates the motivations that drive your gaming heroes. This month his victim is...



MEENEE, SUPER MONKEY BALL

Meemee. Meemee. Me. Me. At this point, Sigmund Frood could stroke his marvellously groomed beard and say "Look, look how egotistical that stupid little chimp is!" but no. Sigmund Frood doesn't patronise his audience. Sigmond Frood knows. Sigmund Frood cares. Look at me. Look at me! This is the face of a man who understands. This is the face of a man who has loved and left a thousand bitches and by God, when I say love them, I really mean love them.

them, I really mean love them.

Erm... what? Oh yes. Meemee. The question is this – why does Meemee have an air of pretension about her? Why the self-centred ego-stroking? It's because Meemee is trapped. Trapped inside a small, horrible, smelly plastic ball with no ventilation holes and no easy way to relieve herself. Yes, those horrible taskmasters at Sega crammed little monkeys into tiny plastic balls and made them roll around courses for their own sick, personal pleasure.

personal pleasure.

She avoids dying of starvation by eating her toenails, but the emotional cost! Oh, the scars. And so all Meemee has to give herself some self-belief is her name. Meemee. Meemee. Me. Help. Me. Yes, Meemee looks happy. Yes, Meemee looks content. But remember this, children: a bit like Stacey Keibler talking to Chandra at Wrestlemania 21, she might be smiling on the outside but inside, she's crying [jealousy is such a tedious emotion - Chandra].



Adventure/RPG

Puzzle/Party

Fighting

Sports

_		BURURUE	DEUELORED	PLAYERS	ISSUE	REVIEW	RATING
GAM	E NAME	PUBLISHER	DEVELOPER	PLATERS	IDDUE	DEVIEVA	HATING
	Robotech: Battlecry	TDK	Mediactive	1-2	13	NTSC	
	Rock Man EXE Transmission	Capcom	Akira	1	18	NTSC	
	Rocky	Rage	Steel Monkeys	1-2	1	PAL	8.3
	Rogue Ops	Kemco	Bits Studio	1	28	PAL	8.1
	Rogue Squadron III: Rebel Strike	Activision	Factor 5	1-2	26	PAL PAL	9.0 8.4
	R: Racing Evolution	EA	Namco	1-2 1	29 33	PAL	6.1
	Samurai Jack: The Shadow Of Aku	Sega	Adrenium Games	1-2	13	PAL	5.2
-	Scooby Doo!	THQ	Heavy Iron Studios Art. Mind & Move	1-2	31	PAL	6.6
-	Scooby Doo! Mystery Mayhem	THQ	Free Radical	i	36	PAL	8.6
	Second Sight	Codemasters Sega	Black Box	1-4	11	PAL	9.0
100	Sega Soccer Slam Serious Sam: Second Encounter	Take 2	Climax	1-4	32	PAL	8.0
	Shark Tale	Activision	Edge Of Reality	1	39	PAL	6.8
	Shikigami No Shiro II	KSG	Alfa System	1-2	27	NTSC	7.2
	Shrek 2	Activision	Luxoflux	1-4	34	PAL	7.8
-	Simpsons Road Rage	EA	Radical Ent	1-2	6	PAL	7.5
	Smashing Drive	Namco	Point Of View	1-2	5	PAL	3.8
	Skies Of Arcadia Legends	Sega	Overworks	1	20	PAL	9.0
	Summoner: A Goddess Reborn	THQ	Volition	1	17	PAL	6.0
	Smuggler's Run: Warzones	Take Two	Rockstar	1-4	1	PAL	7.1
1 -	Sonic Adventure 2: Battle	Sega	Sonic Team	1-2	6	PAL	7.6
	Sonic Adventure DX	Sega	Sonic Team	1	20	PAL	6.1
	Sonic Mega Collection	Sega	In-house	1-2	15	PAL	8.0
	Sonic Heroes	Sega	Sonic Team	1-4	29	PAL	7.0
1 6	Soul Calibur II	Nintendo	Namco	1-2	24	NTSC	9.2
	Spawn: Armageddon	EA/Namco	Point Of View	1	30	PAL	5.3
	Speed Kings	Acclaim	Climax	1-2	21	PAL	6.7
	Sphinx And The Cursed Mummy	THQ	Eurocom	1	29	PAL	8.7
	Spider-Man 2	Activision	Treyarch	1	35	PAL	8.8
100	Spider-Man	Activision	Treyarch	1	7	PAL	6.0
100	Splinter Cell	Ubi Soft	In-house	1	19	PAL	8.8
	Splinter Cell: Pandora Tomorrow	Ubisoft	In-House	1	35	PAL	8.5
	Splinter Cell: Chaos Theory	Ubisoft	In-House	1-2	44	PAL	8.8
	SpongeBob SquarePants: BFBB	THQ	Heavy Iron	1	29	PAL	6.8
	Spyhunter	Midway	Point Of View	1-2	7	PAL	5.9
100	Spyro: A Hero's Tail	Vivendi Universal	Eurocom	1	39	PAL	6.8
- 111	SSX Tricky	EA	EA Sports Big	1-2	7	PAL	8.0
100	SSX 3	EA	EA Sports Big	1-2	25	PAL	9.3
100	Star Fox Adventures	Nintendo	Rare	1	12	NTSC	
	Star Fox: Assault	Nintendo	Namco	1-4	43	PAL	6.9
-	Star Soldier	Hudson	In-House	1	23	NTSC	7.1
	Star Wars: Bounty Hunter	Activision	LucasArts	1	15	PAL	6.9 9.1
	Star Wars: Rogue Leader	Activision	Factor 5	1-4	6	PAL PAL	6.7
-	Star Wars: The Clone Wars	Activision	LucasArts	1-4	13 41	NTSC	
	Street Racing Syndicate	Namco	Eutechnyx In-house	1-2	41	NTSC	
	Super Robot	Taisen Banpresto Jaleco	In-nouse Runecraft	1-2	18	PAL	5.5
	Super Bubble Pop Supercross World	Acclaim	In-house	1-4	9	PAL	4.6
	Supercross world Superman: Shadow Of Apokolips	Atari	Sheffield House	1	21	PAL	6.5
	Super Mario Sunshine	Nintendo	In-house	1	10	NTSC	
	Super Monkey Ball	Sega	Amusement Vision	1-4	6	PAL	9.0
	Super Monkey Ball 2	Sega	Amusement Vision	1-4	16	PAL	9.1
	Super Smash Bros Melee	Nintendo	In-house	1-4	11	PAL	8.3
	SX Superstar	Acclaim	Climax	1-2	21	PAL	4.8
	Tak And The Power Of Juju	THQ	Avalanche	1	30	PAL	8.6
	Tales Of Symphonia	Namco	In-house	1-4	37	PAL	8.0
	Tak 2: The Staff Of Dreams	THQ	Avalanche	1	42	PAL	8.1
1	Taz Wanted	Infogrames	Blitz Games	1-2	11	PAL	5.6
	Teenage Mutant Ninja Turtles	Konami	Konami	1-2	31		6.0
-	ga maran ranga ranga				A		

Action

Shoot-'em-up

Racing

⊕ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
■ Terminator 3: The Redemption	Atari	Paradigm	1	37	PAL	6.0
Tetris Worlds	THO	Radical	1-4	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	26	PAL	7.1
The Incredibles	THQ	Heavy Iron Software	1	40	PAL	6.0
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	23	PAL	8.0
The Polar Express	THQ	Blue Tongue	1	40	PAL	3.8
The Simpsons: Hit & Run	Vivendi	Radical	1	26	PAL	7.4
The Sims	EA	Maxis	1-2	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	27	PAL	8.2
The SpongeBob SquarePants Movie	THQ	Heavy Iron Studios	1	44	PAL	7.0
Ty The Tasmanian Tiger	EA	Krome Studios	1	13	PAL	4.8
The Urbz: Sims In The City	EA	In-house	1-2	39	PAL	8.3
■ Tiger Woods 2004	EA	In-house	1-4	24	PAL	8.8
■ Tiger Woods PGA Tour 2005	EA	In-house	1-4	37	PAL	9.1
■ Tiger Woods PGA Tour 2003	EA	In-house	1-2	14	PAL	9.0
TimeSplitters 2	Eidos	Free Radical	1-4	11	PAL	9.5
TimeSplitters: Future Perfect	EA	Free Radical	1-4	43	PAL	9.0
TMNT 2: Battle Nexus	Konami	Mirage Studios	1-4	43	PAL	4.4
■ Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	6	PAL	8.6
■ Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	3	PAL	9.2
■ Tony Hawk's Underground	Activision	Neversoft	1-2	26	PAL	9.0
Tony Hawk's Underground 2	Activision	Neversoft	1-2	38	PAL	9.3
Top Angler	Xicat	Sims Co	1	21	PAL	4.9
Top Gun: Combat Zones	Virgin	Digital Integration	1	10	PAL	6.9
True Crime: Streets Of LA	Activision	Luxoflux	1	26	PAL	6.9
Turok Evolution	Acclaim	In-house	1-4	11	PAL	6.1
Ty 2: Bush Rescue	EA	Krome Studios	1-2	38	PAL	8.0
UFC Throwdown	Ubisoft	Crave	1-4	11	PAL	6.4
Universal Studios	Kemco	In-house	1	6	PAL	3.0
■ UEFA Champions League	EA Acclaim	EA Canada Silicon Dreams	1-2	42 30	PAL PAL	7.1 3.6
Urban Freestyle Soccer			1-4			
VexxViewtiful Joe	Acclaim	In-house In-house	1	18 25	PAL PAL	7.0 8.6
Viewtiful JoeViewtiful Joe 2	Capcom Capcom	Clover Studios	1	41	NTSC	
Viewtiful Joe 2	Capcom	Clover Studios	i	43	PAL	8.6
Viewtiful 10e 2 Virtua Fighter Cyber Generation	Sega	In-house	1	38	NTSC	
■ Virtua Striker 3 Version 2002	Sega	Amusement Vision	1-2	8	PAL	8.4
Virtual Striker 5 Version 2002	Atari	Eden	1-4	21	PAL	7.8
Wario Ware Inc: Mega Party Game\$!	Nintendo	In-house	1-4	36	PAL	8.9
Wario World	Nintendo	Treasure	1	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	6	PAL	8.9
Winning Eleven 6	Konami	In-house	1-4	17	NTSC	
Winnie The Pooh's RTA	Ubisoft	Phoenix Games 1-2		PAL	6.0	0.2
World Racing	TDK	Synetic	1-4	33	PAL	5.0
Worms 3D	Sega	Team 17	1-4	25	PAL	8.3
Worms Blast	Ubi Soft	Team 17	1-2	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-house	1-4	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	21	PAL	6.8
■ WWE Day Of Reckoning	THQ	Yukes	1-4	36	PAL	9.1
■ WWE: Wrestlemania XIX	THQ	Yukes	1-4	25	PAL	6.9
XG3: Extreme G Racing	Acclaim	In-house	1-4	6	PAL	8.2
■ XGRA	Acclaim	ACC Entertainment	1-2	23	PAL	9.0
XIII	Ubi Soft	In-house	1	26	PAL	8.2
X-Men Legends	Activision	Raven	1-4	38	PAL	8.0
X-Men 2: Wolverine's Revenge	Activison	Genepool	1	20	PAL	7.0
X-Men: Next Dimension	Activison	Exact Ent	1	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	9	PAL	7.0
Adventure/PDC Purale/Porty Fighting						-

TIMMY TIME! (DO, DO, DO, DO, DO)

THE GUNBLADE. Is this not the most awesome weapon in gaming history? Dunno why I'm asking, it's my column and what I say, goes. Okay, the Gunblade is the most awesome weapon in gaming history. Squall and Seifer wielded theirs to great effect in *Final Fantasy VIII* and it started a little obsession in me. An obsession that has lasted five years, has meant many, many hours of game time and contributed to the break up with 'the one'.

It's about *Parasite Eve 2*, a Squaresoft (remember eh? Eh? Ahh) game, kinda like *Resident Evil* but with magic. Every time you complete it you unlock more weapons to buy at the start of the game, in fact you have to complete it ten times to unlock, dun dun dunn, the Gunblade! The other day I finally did it. Press R1(this is on PSone by the way) and you swing the blade, press R2 when the blade strikes and you fire a shotgun blast resulting in *uber*-damage.

Down below is a pretty exclusive screenshot, I've checked t'net and everything – there it is – the Gunblade in *Parasite Eve 2*.

So five years, a huge amount of time, 11 times completed, now what? I dunno, maybe I can move on and stop thinking about her every day of my life.







Action

Back issues cost £4.99 each including postage and packaging. UK only – overseas prices available on request



Mario hits the net which lets us create a racket while we discuss whether this is better than the original. Plus the first news of the DS launch and the first reviews of the launch games. And the DVD gets bigger with more stuff.



The Nintendo DS launch special with every launch title reviewed and rated. Elsewhere Star Fox Assault, Fiight Night Round 2, Viewtiful Joe 2 and TimeSplitters: Future Perfect all the come under the review microscope



Ten pages on *Resident Evil 4*! A whole DVD dedicated to Resident Evil through the ages and blood smeared across the cover. Plus VJ2 review, loads of DS stuff and we've got some uplifting features. Welcome to 2005!



URTY FOUR

Sean Connery on the cover heralds a new *Bond* game. Inside there's new screens of Legend Of Zelda, Geist, Mario Kart Grand Prix and MOH: European Assault. There are some reviews too! But there are no classics.



Name

Signature

The one with the Resi 4 review and the re-scoring of Mario Power Tennis because Chandra's such a frickin' fanboy. Plus the feature that Ryan worked so hard-on that he almost went blind and some DS stuff is in here too.



CUBE0546

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R.E.M Leave New York

Destiny's Child Lose My Breath

William Shatner Common People

Joss Stone Love Machine

Ashlee Simpson Pieces Of Me

Maroon Five This Love Deep Dish Flash Dance

Nelly My Place

Brian McFadden Real To Me

3 Of A Kind Babycakes

Punk'd Main Theme Dodnehall/Skatman John Skatman

Mase Feat P Diddy Breath S Shake

Black Eve Peas Let's Get It Started

Snoop Dogg Ft. Pharrel Drop It Like It's Hot

Avril Lavigne My Happy Ending

Usher & Alicia Keys My Boo LL Cool J Head Sprung

Christina Milano Dip It Low

Eminem Just Lose It

loss Stone Don't Cha Wanna Ride

Britney Spears My Preregative

Christina Aguilera FL Missy Elliott Car Wash

Ja Rule feat, R Kelly & Ashanti Wonderful

Jamelia Di

R Kelly Happy People

Paul Weller Thinking Of You

Prodigy Hotride

Christina Milian Whatever You Want

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ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT! ISSUE 47 ON SALE 30 JUNE 2005

Next Month... Next Month... Next Month... Next Month...



We've covered this to death over the past two years, which is why we've backed off a bit recently, but now it's finished. The only impressions that count, from the finished game, right here!

NINTENDO@E3 '05

SEE IT WITH YOUR OWN EYES!

Want to see Revolution in action? Want to see Zelda in action? Want to see all the highlights from this year's monumental E3? Of course you do, and you can get it all on next month's DVD.





FEATURE

⊕ E3 FINALYSIS

WHAT DOES IT ALL MEAN?

Having had four weeks to deliberate over Nintendo's many E3 offerings, the team will sit down and figure out what it all means. What exactly will Revolution, DS and GBA 2 bring to the party? It's all here...

SOLUTIONS

SPLINTER CELL: CHAOS THEORY PT. 2

This month we've given you the first instalment of our detailed Chaos Theory guide, so it seems only fair you should get the second part next month, eh.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube, DS and GBA games, including:



Miles loves Medal of Honor. Fact. He wants this bad.



Activision has been surprisingly secretive about this one...



Extremely limited distribution meant it didn't turn up this issue!

Revolution & Mario Baseball & The Legend of Zelda 🕊 Mario Kart DS 🕊 Odama GC/DS 🕊

Legend of Zelda DS 🕊 Viewtiful Joe: VFX BAttle ⊌ Pokémon XD <



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Falling Blocks 260368 Speedball 260386

Sensible Soccer

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